Court of the Grand Archduchess v1.3.0 *by Victoria*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Knight
You start knowing 2 players that are not the Demon.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Soldier
You are safe from the Demon.



Farmer
If you die at night, an alive good player becomes a Farmer.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Court of the Grand Archduchess — by Victoria

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lil' Monsta
5. Courtier
6. Damsel
7. Butler
8. Noble
9. Nightwatchman
10. Spy
11. Chambermaid
12. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

Legion & Politician

The Politician might register as evil to Legion.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Scarlet Woman
5. Legion
6. Vortox
7. Lil' Monsta
8. Assassin
9. Damsel
10. Farmer
11. Juggler
12. Nightwatchman
13. Butler
14. Spy
15. Chambermaid
16. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
5		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
6		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
7		**Butler** The Butler points to a player. Mark that player as 'Master'.
8		**Noble** Point to 3 players including one evil player, in no particular order.
9		**Nightwatchman** The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
10		**Spy** Show the Grimoire to the Spy for as long as they need.
11		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5  **Legion**
Choose a player, that player dies.

6  **Vortox**
The Vortox points to a player. That player dies.

7  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

8  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

9  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

11  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

13  **Butler**
The Butler points to a player. Mark that player as 'Master'.

14  **Spy**
Show the Grimoire to the Spy for as long as they need.

15  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.