The Court has Assembled v1.0.0 *by boypower2566*

Duchess 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.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Town Crier
Each night*, you learn if a Minion nominated today.



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



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Fool
The first time you die, you don't.

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.



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



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

The Court has Assembled — by boypower2566

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Lleech
6. Courtier
7. Godfather
8. Devil's Advocate
9. Huntsman
10. Damsel
11. Fortune Teller
12. Butler
13. Noble
14. Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.

Vizier & Courtier

If the Vizier loses their ability, they learn this, and cannot die during the day.

FABLED

Duchess

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

Djinn

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

RECOMMENDED TRAVELLERS

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. Dusk
2. Courtier
3. Devil's Advocate
4. Legion
5. Po
6. No Dashii
7. Lleech
8. Godfather
9. Choirboy
10. Huntsman
11. Damsel
12. Fortune Teller
13. Town Crier
14. Juggler
15. King
16. Butler
17. 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

The Court has Assembled — by boypower2566

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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6  **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.

7  **Godfather**
Show each of the Outsider tokens in play.

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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

13  **Noble**
Point to 3 players including one evil player, in no particular order.

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

Other Nights

The Court has Assembled — by boypower2566

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 
Devil's Advocate
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4 
Legion
Choose a player, that player dies.

5 
Po
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

6 
No Dashii
The No Dashii points to a player. That player dies.

7 
Lleech
The Lleech points to a player. That player dies.

8 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

9 
Choirboy
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 
Damsel
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12 
Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

13 
Town Crier
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

14 
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.

15 
King
If there are more dead than living, show the King a character token of a living player.

16 
Butler
The Butler points to a player. Mark that player as 'Master'.

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