La cour du Roi v1.0.0 *by Ismaël*

TOWNSFOLK



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



Chef
You start knowing how many pairs of evil players there are.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Soldier
You are safe from the Demon.



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



Tea Lady
If both your alive neighbours are good, they can't die.



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

OUTSIDER



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



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

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.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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

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14. Seamstress
15. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

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15. 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 
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 
Godfather
Show each of the Outsider tokens in play.

7 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8 
Evil Twin
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

9 
Fearmonger
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

10 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

11 
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

13 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

14 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15 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 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 
Devil's Advocate
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4 
Fearmonger
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 
Zombuul
If no-one died during the day: The Zombuul points to a player. That player dies.

6 
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

7 
No Dashii
The No Dashii points to a player. That player dies.

8 
Lleech
The Lleech points to a player. That player dies.

9 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

10 
Choirboy
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 
Moonchild
If the Moonchild used their ability to target a player today: If that player is good, they die.

12 
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13 
Seamstress
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 
King
If there are more dead than living, show the King a character token of a living player.

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