# Heavy Is The Crown v1.3.0 *by Ryan*

Bootlegger · Storm Catcher · Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



### General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



### 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.



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



### Alchemist
You have a not-in-play Minion ability.



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## 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.



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

## MINION



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



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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



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

## DEMON



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



### Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

*Heavy Is The Crown — by Ryan*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. King
6. Lil' Monsta
7. Godfather
8. Cerenovus
9. Damsel
10. Librarian
11. Investigator
12. Empath
13. Fortune Teller
14. Butler
15. Cult Leader
16. General
17. Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Vizier**

If the Vizier is babysitting Lil' Monsta, they die when executed.

**Vizier & Investigator**

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

### BOOTLEGGER RULES

> *The Storm Catcher always favours the King*
> *If the Alchemist has the Vizier ability, they register as evil to all Vizier abilities.*
> *If the Alchemist has the Vizier ability, all Vizier jinxes apply to them as if they were the Vizier.*
> *The Vigormortis does not modify the Outsider count.*

### FABLED

**Djinn**

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

### LORIC

**Bootlegger**

This script has homebrew characters or rules.

**Storm Catcher**

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

### RECOMMENDED TRAVELLERS

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Gunslinger**

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

**Gnome**

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

## OTHER NIGHTS

1. Dusk
2. Cerenovus
3. No Dashii
4. Vigormortis
5. Lil' Monsta
6. Assassin
7. Godfather
8. Damsel
9. Empath
10. Fortune Teller
11. King
12. Cult Leader
13. Butler
14. General
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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Alchemist**<br>Show the Alchemist a not-in-play Minion token |
| 5 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 6 |  | **Lil' Monsta**<br>Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Cerenovus**<br>The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed. |
| 9 |  | **Damsel**<br>Wake all the Minions, show them the 'This character selected you' card and the Damsel token. |
| 10 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 11 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 12 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 13 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 14 |  | **Butler**<br>The Butler points to a player. Mark that player as 'Master'. |
| 15 |  | **Cult Leader**<br>If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly. |
| 16 |  | **General**<br>Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither. |
| 17 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

3 **No Dashii**
The No Dashii points to a player. That player dies.

4 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

5 **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.

6 **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.

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

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

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

10 **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.

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

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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