Mayhem in the Royal Court 2 v1.0.0 *by Viper*

Djinn

TOWNSFOLK

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

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

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

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

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

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

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

Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

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

OUTSIDER

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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.

Plague Doctor
When you die, the Storyteller gains a Minion ability.

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

MINION

Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

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]

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.

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

Mayhem in the Royal Court 2 — by Viper

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. King
6. Lil' Monsta
7. Lleech
8. Courtier
9. Evil Twin
10. Librarian
11. Chef
12. Noble
13. General
14. Chambermaid
15. D — Dawn

FABLED, JINXES & LORIC

Al-Hadikhia & Princess
If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

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

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

Plague Doctor & Evil Twin
If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

Vizier & Politician
The Politician might register as evil to the Vizier.

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

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

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

RECOMMENDED TRAVELLERS

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

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

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

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

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

OTHER NIGHTS

1. D — Dusk
2. Courtier
3. Lunatic
4. Al-Hadikhia
5. Lleech
6. Lil' Monsta
7. Choirboy
8. Juggler
9. King
10. General
11. Chambermaid
12. D — 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

Mayhem in the Royal Court 2 — by Viper

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		**Lunatic** If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**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.
9		**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.
10		**Librarian** Show the character token of an Outsider 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		**Noble** Point to 3 players including one evil player, in no particular order.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14		**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.
15	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Mayhem in the Royal Court 2 — by Viper

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 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

4 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

5 **Lleech**
The Lleech points to a player. That player dies.

6 **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.

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

8 **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.

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

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

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.