# Royalty Pains v1.0.0 *by SummerM*

Djinn

## TOWNSFOLK



### 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.



### Steward
You start knowing 1 good player.



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



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



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



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



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



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



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



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



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

## OUTSIDER



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



### Saint
If you die by execution, your team loses.



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



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

## MINION



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



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



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMON



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



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



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



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Courtier
6. Witch
7. Pukka
8. Huntsman
9. Damsel
10. Librarian
11. Noble
12. Nightwatchman
13. Spy
14. 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.

**Vizier & Courtier**

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

**Spy & Damsel**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Courtier
3. Witch
4. Pukka
5. Vortox
6. Al-Hadikhia
7. Choirboy
8. Huntsman
9. Damsel
10. Town Crier
11. King
12. Nightwatchman
13. Spy
14. 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  **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  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Pukka**
The Pukka points to a player. That player is poisoned.

8  **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.

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

10  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

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

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

14 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  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

6  **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.

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

8  **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.

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

10  **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).

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

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

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