Crown Of Bloodied Jewels v1.0.0 *by ivaaanma*

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.



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



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]

OUTSIDER



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



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



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Noble
6. Spy
7. D — Dawn

FABLED, JINXES & LORIC

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Vigormortis
3. Choirboy
4. King
5. Spy
6. 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

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

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

7 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  **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.

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

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

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

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