Royal Kings Court v1.0.0 *by beastboy*

Duchess Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



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.



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



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

MINION



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



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

Quick Reference

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FIRST NIGHT

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

FABLED, JINXES & LORIC

Vizier & Courtier

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

BOOTLEGGER RULES

> *The Vizier can only be in play if there are two or more Minions in the game.*

FABLED

Duchess

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

Djinn

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

RECOMMENDED TRAVELLERS

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. D — Dusk
2. Courtier
3. Scarlet Woman
4. King
5. 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  **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  **Noble**
Point to 3 players including one evil player, in no particular order.

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 

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 

Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 

King

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

5 D

Dawn

Wait for a few seconds. End the Night Phase.