# The King in Yellow v1.0.0 *by ScrubsMacKenzie*

Djinn

## TOWNSFOLK



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



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



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



### Tea Lady
If both your alive neighbours are good, they can't die.



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

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



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

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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



### 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.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Sailor
6. Lleech
7. Devil's Advocate
8. Mezepheles
9. Amnesiac
10. Investigator
11. Dreamer
12. Noble
13. Dawn

## FABLED, JINXES & LORIC

**Lleech & Slayer**

If the Slayer slays the Lleech host, the host dies.

**Plague Doctor & Baron**

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Devil's Advocate
4. Mezepheles
5. Lunatic
6. Vortox
7. Lleech
8. Sage
9. Amnesiac
10. Dreamer
11. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6. **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
7. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8. **Mezepheles**
   Show the Mezepheles their secret word.
9. **Amnesiac**
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10. **Investigator**
    Show the character token of a Minion in play. Point to two players, one of which is that character.
11. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12. **Noble**
    Point to 3 players including one evil player, in no particular order.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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

2  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5  **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.

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

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

8  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

9  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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