

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.



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.



Oracle

Each night*, you learn how many dead players are evil.



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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]



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Choirboy

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



Minstrel

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Recluse

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



Damsel

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



Drunk

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



Lunatic

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

MINION



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Baron

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



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.

DEMON



Pukka

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



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Vigormortis

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

Quick Reference

All The Kings Men — by Skilz

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Lunatic
- 6  King
- 7  Poisoner
- 8  Pukka
- 9  Huntsman
- 10  Damsel
- 11  Noble
- 12  Nightwatchman
- 13  Chambermaid
- 14  D Dawn

FABLED, JINXES & LORIC



Magician & Vizier

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

FABLED



Djinn

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

RECOMMENDED TRAVELLERS



Apprentice

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



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Bishop

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



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Innkeeper
- 4  Scarlet Woman
- 5  Lunatic
- 6  Imp
- 7  Pukka
- 8  Vigormortis
- 9  Acrobat
- 10  Choirboy
- 11  Huntsman
- 12  Damsel
- 13  Oracle
- 14  Juggler
- 15  King
- 16  Nightwatchman
- 17  Chambermaid
- 18  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

All The Kings Men — by Skilz

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		Magician
5		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.
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Pukka The Pukka points to a player. That player is poisoned.
9		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.
10		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
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		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

All The Kings Men — by Skilz

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
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		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		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.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11		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.
12		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		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.
15		King If there are more dead than living, show the King a character token of a living player.
16		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.
17		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.
18		Dawn Wait for a few seconds. End the Night Phase.