The King's Court v1.0.0 *by Nashable*

TOWNSFOLK

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

Knight
You start knowing 2 players that are not the Demon.

Steward
You start knowing 1 good player.

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

Pacifist
Executed good players might not die.

Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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.

OUTSIDER

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.

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.

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

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

Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. King
6. Poisoner
7. Devil's Advocate
8. Pukka
9. Noble
10. Balloonist
11. General
12. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Devil's Advocate
5. Lunatic
6. Pukka
7. No Dashii
8. Vortox
9. Vigormortis
10. Choirboy
11. Ravenkeeper
12. Juggler
13. Balloonist
14. King
15. General
16. 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 **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 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 **Poisoner**
The Poisoner points to a player. That player is poisoned.

7 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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

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

10 **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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

Other Nights

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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.
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4.
   Devil's Advocate
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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.
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7.
   No Dashii
   The No Dashii points to a player. That player dies.
8.
   Vortox
   The Vortox points to a player. That player dies.
9.
   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.
10.
    Choirboy
    If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
11.
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12.
    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.
13.
    Balloonist
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
14.
    King
    If there are more dead than living, show the King a character token of a living player.
15.
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.