

A Court of Demons

by Kaden



TOWNSFOLK

**Steward**

You start knowing 1 good player.

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Knight**

You start knowing 2 players that are not the Demon.

**Courtier**

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

**Noble**

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

**Princess**

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

**Shugenja**

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

**Juggler**

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

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Minstrel**

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

**General**

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

**Choirboy**

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

**King**

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

OUTSIDERS

**Butler**

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

**Politician**

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

**Goon**

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

**Snitch**

Each Minion gets 3 bluffs.

MINIONS

**Wizard**

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

**Vizier**

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

**Boondandy**

If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**Baron**

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

DEMONS

**Yaggababble**

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

**Lord of Typhon**

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

**Zombuul**

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

**Al-Hadikhia**

Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

**Djinn**

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



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



The Politician might register as evil to the Vizier.



If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikha tonight.

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

**Dusk**

Start the Night Phase.

**Lord of Typhon**

Replace neighbors of the Lord of Typhon with Minions, wake them, tell them their new alignment and character, then do minion info.

**Yaggababble**

Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.

**Minion Info**

If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Snitch**

Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token and three not-in-play character tokens. Put each Minion to sleep.

**Demon Info**

If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**King**

Wake the Demon. Show the **THIS PLAYER IS** token and the King token, then point to the King.

**Courtier**

The Courtier might choose a character. ● ●

**Wizard**

Run the Wizard's ability, if applicable.

**Butler**

The Butler chooses a player. ●

**Steward**

Point to the good player marked **KNOW**.

**Knight**

Point to the two non-Demon players marked **KNOW**.

**Noble**

Point to all three players marked **KNOW**.

**Shugenja**

Point clockwise or anticlockwise around the circle.

**Nightwatchman**

The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.

**High Priestess**

Point to a player.

**General**

Give a thumb signal.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Vizier**

Announce the Vizier player to the group.

**Dusk**

Start the Night Phase.

**Courtier**

The Courtier might choose a character. ● ●

**Wizard**

Run the Wizard's ability, if applicable.

**Princess**

If the Princess nominated the player who was executed today, the Demon wakes as normal, but no one dies to the Demon's ability.

**Zombuul**

If no one died today, the Zombuul chooses a player. ●

**Lord of Typhon**

The Lord of Typhon chooses a player. ●

**Al-Hadikhia**

The Al-Hadikhia chooses three players. ● ● ● Wake the player marked **1** and say "the Al-Hadikhia has chosen", then the player's name, then "Do you choose to live?" They either nod or shake their head. Put them to sleep and add or remove shrouds accordingly. Repeat for players marked **2** and **3**. If all three players are now alive, add a shroud to all three.

**Yaggababble**

For each time the Yaggababble said the phrase today, you may choose a player. They die. ●

**Choirboy**

If the Demon killed the King, point to the Demon player.

**Juggler**

Give a finger signal.

**King**

If the dead equal or outnumber the living, show the character token of an alive player.

**Nightwatchman**

The Nightwatchman might choose a player ● Put the Nightwatchman to sleep. Wake the target and show the **THIS PLAYER IS** and Nightwatchman tokens and point to the Nightwatchman.

**Butler**

The Butler chooses a player. ●

**High Priestess**

Point to a player.

**General**

Give a thumb signal.

**Dawn**

Wait for a few seconds. End the Night Phase.