Dolls of New Albion v1.4 v1.4.0 *by Julian*

Djinn Spirit of Ivory

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Soldier
You are safe from the Demon.



Alchemist
You have a not-in-play Minion ability.



Pacifist
Executed good players might not die.

OUTSIDER



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



Tinker
You might die at any time.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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

Quick Reference

Dolls of New Albion v1.4 — by Julian

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Marionette
6. Godfather
7. Devil's Advocate
8. Fearmonger
9. Pixie
10. Empath
11. Clockmaker
12. Dreamer
13. Balloonist
14. Cult Leader
15. Mathematician
16. D — Dawn

FABLED, JINXES & LORIC

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Mathematician & Marionette
The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

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

Spirit of Ivory
There can't be more than 1 extra evil player.

RECOMMENDED TRAVELLERS

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Deviant
If you were funny today, you cannot die by exile.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Monk
4. Devil's Advocate
5. Fearmonger
6. Zombuul
7. Shabaloth
8. Vigormortis
9. Godfather
10. Professor
11. Tinker
12. Empath
13. Dreamer
14. Balloonist
15. Cult Leader
16. Mathematician
17. 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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

6  **Godfather**
Show each of the Outsider tokens in play.

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

8  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

13  **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.

14  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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. 
   Fearmonger
   The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
6. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
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. 
   Godfather
   If an Outsider died today: The Godfather points to a player. That player dies.
10. 
    Professor
    If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
11. 
    Tinker
    The Tinker might die.
12. 
    Empath
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
13. 
    Dreamer
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
14. 
    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.
15. 
    Cult Leader
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16. 
    Mathematician
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.