Trouble Teensy v1.0.0 *by Natte*

Sentinel

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Chef
You start knowing how many pairs of evil players there are.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Soldier
You are safe from the Demon.



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

OUTSIDER



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



Saint
If you die by execution, your team loses.

MINION



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



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Washerwoman
6. Chef
7. Empath
8. Fortune Teller
9. D — Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Scarlet Woman
4. Imp
5. Ravenkeeper
6. Empath
7. Fortune Teller
8. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
6		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
9	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. 
   Scarlet Woman
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4. 
   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.
5. 
   Ravenkeeper
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
6. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
7. 
   Fortune Teller
   The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.