# Trouble Baked v1.0.0 *by Sagar*

Djinn

## TOWNSFOLK



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



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



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



### 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.



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Soldier
You are safe from the Demon.



### Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



### Saint
If you die by execution, your team loses.

## MINION



### Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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



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



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMON



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



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



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

# Quick Reference

*Trouble Baked — by Sagar*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Witch
6. Pukka
7. Pixie
8. Librarian
9. Investigator
10. Empath
11. Fortune Teller
12. Clockmaker
13. Spy
14. D — Dawn

## FABLED, JINXES & LORIC

**Spy & Ogre**

The Spy registers as evil to the Ogre.

**Recluse & Ogre**

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Harlot**

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

**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.

**Deviant**

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

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. D — Dusk
2. Monk
3. Witch
4. Scarlet Woman
5. Imp
6. Pukka
7. No Dashii
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Spy
12. 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. **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. **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.
5. **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
6. **Pukka**
   The Pukka points to a player. That player is poisoned.
7. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
8. **Librarian**
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
9. **Investigator**
   Show the character token of a Minion in play. Point to two players, one of which is that character.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. **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.
12. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13. **Spy**
    Show the Grimoire to the Spy for as long as they need.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **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.

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 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

10 **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.

11 **Spy**
Show the Grimoire to the Spy for as long as they need.

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