# Trouble in a Teacup v1.0.0 *by KingoftheAbyss*

## TOWNSFOLK



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



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



### 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.



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



### 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.

## 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

*Trouble in a Teacup — by KingoftheAbyss*

## FIRST NIGHT

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

## FABLED, JINXES & LORIC

## 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

*Trouble in a Teacup — by KingoftheAbyss*

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

7  **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.

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

# Other Nights

*Trouble in a Teacup — by KingoftheAbyss*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Poisoner**<br>The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned. |
| 3 |  | **Scarlet Woman**<br>If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token. |
| 4 |  | **Imp**<br>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**<br>If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token. |
| 6 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil neighbours. |
| 7 |  | **Fortune Teller**<br>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 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |