Dollhouse v1.0.0 *by bee*

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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



Flowergirl
Each night*, you learn if a Demon voted today.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Tea Lady
If both your alive neighbours are good, they can't die.

OUTSIDER



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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

DEMON



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

Quick Reference

Dollhouse — by bee

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Evil Twin
5. Witch
6. Pukka
7. Pixie
8. Washerwoman
9. Grandmother
10. Seamstress
11. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Witch
3. Pukka
4. Sweetheart
5. Moonchild
6. Grandmother
7. Flowergirl
8. Seamstress
9. 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

Dollhouse — by bee

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  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

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  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

9  **Grandmother**
Show the marked character token. Point to the marked player.

10  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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

Other Nights

Dollhouse — by bee

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

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

3  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

4  **Sweetheart**
Choose a player that is drunk.

5  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

6  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

7  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

8  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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