# Troubling Dolls v1.0.0 *by V*

Djinn

## TOWNSFOLK



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



### Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



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



### 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.



### 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.



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



### Undertaker
Each night*, you learn which character died by execution today.



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



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



### Fool
The first time you die, you don't.



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

## OUTSIDER



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



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Mutant
If you are "mad" about being an Outsider, you might be executed.



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

## MINION



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



### 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)



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

## DEMON



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



### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

# Quick Reference

*Troubling Dolls — by V*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Poisoner
6. Pixie
7. Librarian
8. Chef
9. Empath
10. Fortune Teller
11. Noble
12. Spy
13. Dawn

## FABLED, JINXES & LORIC

**Spy & Ogre**

The Spy registers as evil to the Ogre.

**Lleech & Slayer**

If the Slayer slays the Lleech host, the host dies.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Scarlet Woman
4. Imp
5. Lleech
6. Ravenkeeper
7. Empath
8. Fortune Teller
9. Undertaker
10. Spy
11. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 7 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 8 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 9 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 10 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 11 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 12 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 13 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **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  **Lleech**
The Lleech points to a player. That player dies.

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

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

8  **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.

9  **Undertaker**
If a player was executed today: Show that player's character token.

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

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