Teensyvilles Carousel v1.0.0 *by Iamacasual*

Djinn

TOWNSFOLK



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Princess

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



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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.

MINION



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Teensyvilles Carousel — by Iamacasual

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Fearmonger
6. D — Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Legion & Hatter

If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Fearmonger
3. Legion
4. 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

Teensyvilles Carousel — by Iamacasual

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 

Alchemist

Show the Alchemist a not-in-play Minion token

5 

Fearmonger

The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

Teensyvilles Carousel — by Iamacasual

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

2  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

3  **Legion**
Choose a player, that player dies.

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