# Cheating Death in Teensyville v1.0.0 *by Miles Purinton*

## TOWNSFOLK



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



### Sage
If the Demon kills you, you learn that it is 1 of 2 players.



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



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

## OUTSIDER



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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

## MINION



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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

## DEMON



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



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Devil's Advocate
5. Grandmother
6. Dreamer
7. Seamstress
8. Spy
9. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Monk
3. Devil's Advocate
4. Imp
5. Zombuul
6. Barber
7. Sage
8. Grandmother
9. Dreamer
10. Seamstress
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. 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.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
5.  **Grandmother**
   Show the marked character token. Point to the marked player.
6.  **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
7.  **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.
8.  **Spy**
   Show the Grimoire to the Spy for as long as they need.
9. D **Dawn**
   Wait for a few seconds. End the Night Phase.

# Other Nights

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Monk**<br>The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'. |
| 3 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow. |
| 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 |  | **Zombuul**<br>If no-one died during the day: The Zombuul points to a player. That player dies. |
| 6 |  | **Barber**<br>If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token. |
| 7 |  | **Sage**<br>If the Sage was killed by a Demon: Point to two players, one of which is that Demon. |
| 8 |  | **Grandmother**<br>If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies. |
| 9 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 10 |  | **Seamstress**<br>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. |
| 11 |  | **Spy**<br>Show the Grimoire to the Spy for as long as they need. |
| 12 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |