The Teensy Blue House v1.0.0 *by Couvie*

Djinn

TOWNSFOLK



Librarian

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



Pixie

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



Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Village Idiot

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

OUTSIDER



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Drunk

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

MINION



Spy

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



Summoner

You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Boffin

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

DEMON



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

Quick Reference

The Teensy Blue House — by Couvie

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Pixie
6. Librarian
7. Balloonist
8. Spy
9. D — Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot

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

Boffin & Drunk

The Demon cannot have the Drunk ability.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Lunatic
4. Lycanthrope
5. Balloonist
6. Spy
7. 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  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

6  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

7  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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**
Start the Night Phase.

2  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

4  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

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