Dead Men Tell No Tales Teensy v1.6.0 by GermanGinger

Sentinel

TOWNSFOLK



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Grandmother

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



Oracle

Each night*, you learn how many dead players are evil.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Cannibal

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



Ravenkeeper

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

OUTSIDER



Moonchild

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



Snitch

Minions start knowing 3 not-in-play characters.

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



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

Dead Men Tell No Tales Teensy — by GermanGinger

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Snitch
5. Sailor
6. Grandmother
7. D — Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Zombuul
4. Moonchild
5. Grandmother
6. Ravenkeeper
7. Oracle
8. 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

Dead Men Tell No Tales Teensy — by GermanGinger

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 

Snitch

After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5 

Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6 

Grandmother

Show the marked character token. Point to the marked player.

7 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

Dead Men Tell No Tales Teensy — by GermanGinger

1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
4. **Moonchild**
   If the Moonchild used their ability to target a player today: If that player is good, they die.
5. **Grandmother**
   If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
6. **Ravenkeeper**
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
7. **Oracle**
   Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.