Lleech in Teensyville v1.0.0 *by mifoxx*

Fibbin Fiddler

TOWNSFOLK



Balloonist

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



Flowergirl

Each night*, you learn if a Demon voted today.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Sage

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

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Saint

If you die by execution, your team loses.

MINION



Devil's Advocate

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

DEMON



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

Lleech in Teensyville — by mifoxx

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Lleech
6. Devil's Advocate
7. Balloonist
8. D — Dawn

FABLED, JINXES & LORIC

FABLED

Fibbin
Once per game, 1 good player might get incorrect information.

Fiddler
Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Devil's Advocate
4. Lleech
5. Sweetheart
6. Sage
7. Flowergirl
8. Balloonist
9. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

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 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  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

4  **Lleech**
The Lleech points to a player. That player dies.

5  **Sweetheart**
Choose a player that is drunk.

6  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

7  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

8  **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.

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