Teensy Torism v1.1.1 *by SR*

Tor

TOWNSFOLK



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



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady
If both your alive neighbours are good, they can't die.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



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



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Teensy Torism — by SR

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Marionette
5. Leviathan
6. D — Dawn

FABLED, JINXES & LORIC

LORIC

Tor
Players don't know their character or alignment. They learn them when they die.

OTHER NIGHTS

1. D — Dusk
2. Barber
3. Leviathan
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

Teensy Torism — by SR

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  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

5  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

Teensy Torism — by SR

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

2  **Barber**
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.

3  **Leviathan**
Change the Leviathan Day reminder for the next day.

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