Teensyville brewing v1.0.0 by 98

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Saint
If you die by execution, your team loses.



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.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Washerwoman
6. Chef
7. Empath
8. Fortune Teller
9. Spy
10. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Imp
5. Empath
6. Fortune Teller
7. Spy
8. 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
6		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
7		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
9		**Spy** Show the Grimoire to the Spy for as long as they need.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Poisoner
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. 
   Imp
   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. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
6. 
   Fortune Teller
   The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
7. 
   Spy
   Show the Grimoire to the Spy for as long as they need.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.