

TOWNSFOLK



Grandmother

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



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Virgin

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Barber

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



Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINION



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



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 Trust — by Skateside

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Magician
- 5  Grandmother
- 6  Seamstress
- 7  Nightwatchman
- 8  Leviathan
- 9  Dawn

FABLED, JINXES & LORIC

-  **Leviathan & Grandmother**
If the Leviathan is in play and the Grandchild dies by execution, evil wins.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Scarlet Woman
- 3  Barber
- 4  Grandmother
- 5  Seamstress
- 6  Nightwatchman
- 7  Leviathan
- 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

Teensy Trust — by Skateside

1		Dusk Start the Night Phase.
2		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		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		Magician
5		Grandmother Show the marked character token. Point to the marked player.
6		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
7		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
8		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Teensy Trust — by Skateside

- 1  **Dusk**
| Start the Night Phase.
- 2  **Scarlet Woman**
| If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
- 3  **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.
- 4  **Grandmother**
| If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
- 5  **Seamstress**
| If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
- 6  **Nightwatchman**
| The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
- 7  **Leviathan**
| Change the Leviathan Day reminder for the next day.
- 8  **Dawn**
| Wait for a few seconds. End the Night Phase.