

TOWNSFOLK



Sailor

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



Soldier

You are safe from the Demon.



Seamstress

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



Fisherman

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Investigator

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant

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



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Tea Lady

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



Magician

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

OUTSIDER



Tinker

You might die at any time.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Moonchild

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Devil's Advocate

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



Marionette

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

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.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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

Tinker Sailor Soldier Spy — by Miles Purinton

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Magician
- 5  Lunatic
- 6  Sailor
- 7  Marionette
- 8  Leech
- 9  Devil's Advocate
- 10  Pukka
- 11  Investigator
- 12  Seamstress
- 13  Noble
- 14  Spy
- 15  D Dawn

FABLED, JINXES & LORIC

-  **Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-  **Boffin & Goon**
If the Demon has the Goon ability, they can't turn good due to this ability.
-  **Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.
- LORIC**
-  **Zenomancer**
One or more players each have a goal. When achieved, that player learns a piece of true info.
-  **Pope**
There are duplicate good characters in play. They might also be bluffs.
-  **Tor**
Players don't know their character or alignment. They learn them when they die.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Devil's Advocate
- 4  Lunatic
- 5  Exorcist
- 6  Zombuul
- 7  Pukka
- 8  No Dashii
- 9  Leech
- 10  Gossip
- 11  Tinker
- 12  Moonchild
- 13  Seamstress
- 14  Spy
- 15  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

Tinker Sailor Soldier Spy — by Miles Purinton

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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
6		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		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.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
10		Pukka The Pukka points to a player. That player is poisoned.
11		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
12		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.
13		Noble Point to 3 players including one evil player, in no particular order.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Tinker Sailor Soldier Spy — by Miles Purinton

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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
5		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
6		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		No Dashii The No Dashii points to a player. That player dies.
9		Lleech The Lleech points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Tinker The Tinker might die.
12		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
13		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.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.