# Tinker as a Demon Bluff v1.0.0 *by Cozy Scriptwriting Corner*

Djinn

## TOWNSFOLK



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



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



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



**Chambermaid**
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



**Town Crier**
Each night*, you learn if a Minion nominated today.



**Oracle**
Each night*, you learn how many dead players are evil.



**Innkeeper**
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



**Amnesiac**
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



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

## OUTSIDER



**Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Tinker**
You might die at any time.



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



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.

## MINION



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



**Harpy**
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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



**Baron**
There are extra Outsiders in play. [+2 Outsiders]

## DEMON



**Yaggababble**
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



**Lil' Monsta**
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



**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

*Tinker as a Demon Bluff — by Cozy Scriptwriting Corner*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Lil' Monsta
6. Lleech
7. Amnesiac
8. Grandmother
9. Noble
10. Spy
11. Chambermaid
12. D — Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Magician**
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

**Lleech & Slayer**
If the Slayer slays the Lleech host, the host dies.

**Boffin & Drunk**
The Demon cannot have the Drunk ability.

**Magician & Spy**
When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.

**Plague Doctor & Spy**
If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

**Lil' Monsta & Scarlet Woman**
If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

**Plague Doctor & Scarlet Woman**
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Plague Doctor & Baron**
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

### FABLED

**Djinn**
Use the Djinn's special rule. All players know what it is.

## OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Scarlet Woman
4. Lleech
5. Lil' Monsta
6. Amnesiac
7. Tinker
8. Grandmother
9. Town Crier
10. Oracle
11. Spy
12. Chambermaid
13. 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  **Magician**

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

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

7  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8  **Grandmother**
Show the marked character token. Point to the marked player.

9  **Noble**
Point to 3 players including one evil player, in no particular order.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

11  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

12 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  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

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

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

6  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

7  **Tinker**
The Tinker might die.

8  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

9  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

10  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

11  **Spy**
Show the Grimoire to the Spy for as long as they need.

12  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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