Tinker Sailor Soldier Spy v1.0.0 *by Miles Purinton*

Zenomancer Pope Tor Djinn

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Lunatic
6. Sailor
7. Marionette
8. Lleech
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. D — Dusk
2. Sailor
3. Devil's Advocate
4. Lunatic
5. Exorcist
6. Zombuul
7. Pukka
8. No Dashii
9. Lleech
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

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