

TOWNSFOLK



Fool

The first time you die, you don't.



Innkeeper

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



Monk

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



Soldier

You are safe from the Demon.



Sailor

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Pacifist

Executed good players might not die.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Mayor

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



Tea Lady

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



Bounty Hunter ✓

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Noble

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



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

OUTSIDER



Barber

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



Mutant

If you are "mad" about being an Outsider, you might be executed.



Lunatic

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



Drunk

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

MINION



Devil's Advocate

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Scarlet Woman

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



Marionette

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

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.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

AintNobodyDyin' — by Dahlia

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Lunatic
- 6  Sailor
- 7  Marionette
- 8  Leech
- 9  Devil's Advocate
- 10  Noble
- 11  Bounty Hunter
- 12  D Dawn

FABLED, JINXES & LORIC

-  **Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.
-  **Lleech & Mastermind**
If the Mastermind is alive and the Leech host dies by execution, the Leech lives but loses their ability.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Sailor
- 4  Innkeeper
- 5  Monk
- 6  Devil's Advocate
- 7  Scarlet Woman
- 8  Lunatic
- 9  Lycanthrope
- 10  Zombuul
- 11  Shabaloth
- 12  Po
- 13  Leech
- 14  Barber
- 15  Professor
- 16  Bounty Hunter
- 17  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

AintNobodyDyin' — by Dahlia

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		Philosopher The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
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		Noble Point to 3 players including one evil player, in no particular order.
11		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

AintNobodyDyin' — by Dahlia

1		Dusk Start the Night Phase.
2		Philosopher If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3		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.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
6		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
8		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.
9		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
10		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
11		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
12		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
13		Lleech The Lleech points to a player. That player dies.
14		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.
15		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Dawn Wait for a few seconds. End the Night Phase.