# Don't Worry About It v1.0.0 *by Nashable*

Pope · Storm Catcher · Sentinel · Djinn

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Shugenja**
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



**General**
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



**Preacher**
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



**King**
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



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



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



**Alchemist**
You have a not-in-play Minion ability.



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



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



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

## OUTSIDER



**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.



**Sweetheart**
When you die, 1 player is drunk from now on.



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

## MINION



**Godfather**
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



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



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

## DEMON



**Kazali**
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



**Lord of Typhon**
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Lunatic
7. King
8. Marionette
9. Preacher
10. Poisoner
11. Godfather
12. Amnesiac
13. Seamstress
14. Balloonist
15. General
16. Dawn

## FABLED, JINXES & LORIC

**Marionette & Kazali**
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

**Legion & Preacher**
If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

**Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

**Alchemist & Marionette**
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

**Magician & Marionette**
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

**Magician & Legion**
If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

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

### LORIC

**Pope**
There are duplicate good characters in play. They might also be bluffs.

**Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

## OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Innkeeper
5. Scarlet Woman
6. Lunatic
7. Legion
8. Godfather
9. Sweetheart
10. Amnesiac
11. Town Crier
12. Seamstress
13. Balloonist
14. King
15. General
16. 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 
**Alchemist**
Show the Alchemist a not-in-play Minion token

5 
**Magician**

6 
**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.

7 
**King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

8 
**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.

9 
**Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

10 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

11 
**Godfather**
Show each of the Outsider tokens in play.

12 
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13 
**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.

14 
**Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

15 
**General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

6  **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.

7  **Legion**
Choose a player, that player dies.

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9  **Sweetheart**
Choose a player that is drunk.

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

11  **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).

12  **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.

13  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

14  **King**
If there are more dead than living, show the King a character token of a living player.

15  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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