

TOWNSFOLK



Washerwoman

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



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Sailor

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



Balloonist

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



Town Crier

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Savant

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



Fool

The first time you die, you don't.



Farmer

If you die at night, an alive good player becomes a Farmer.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Mayor

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



Cannibal

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Drunk

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



Moonchild

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



Goon

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

MINION



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Boomdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Marionette

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

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Lil' Monsta

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



Lleeche

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Get Down, Mr. President! — by Lynxle

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poppy Grower
- 5  Sailor
- 6  Marionette
- 7  Lil' Monsta
- 8  Leech
- 9  Mezepheles
- 10  Washerwoman
- 11  Librarian
- 12  Empath
- 13  Balloonist
- 14  Dawn

FABLED, JINXES & LORIC



Marionette & Balloonist

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



Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.



Marionette & Lil' Monsta

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

FABLED



Spirit of Ivory

There can't be more than 1 extra evil player.



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Poppy Grower
- 3  Sailor
- 4  Gambler
- 5  Mezepheles
- 6  Fang Gu
- 7  Vigormortis
- 8  Leech
- 9  Lil' Monsta
- 10  Assassin
- 11  Acrobat
- 12  Farmer
- 13  Moonchild
- 14  Empath
- 15  Town Crier
- 16  Balloonist
- 17  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		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		Poppy Grower Do not inform the Demon/Minions who each other are
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
8		Lleech The Lleech points to a player. Place the Poisoned reminder token.
9		Mezepheles Show the Mezepheles their secret word.
10		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
11		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
12		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
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		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
6		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
7		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
8		Leech The Leech points to a player. That player dies.
9		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.
10		Assassin If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Farmer If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
13		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		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).
16		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.
17		Dawn Wait for a few seconds. End the Night Phase.