

TOWNSFOLK



Steward

You start knowing 1 good player.



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



King

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Innkeeper

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



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Philosopher

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Poppy Grower

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



Acrobat

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

OUTSIDER



Mutant

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



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Drunk

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

MINION



Poisoner

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



Mezephales

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Marionette

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Fang Gu

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



Legion

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

Quick Reference

Town Panic — by Fox

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Philosopher
- 5  Poppy Grower
- 6  King
- 7  Marionette
- 8  Poisoner
- 9  Mezepheles
- 10  Pukka
- 11  Pixie
- 12  Damsel
- 13  Clockmaker
- 14  Dreamer
- 15  Noble
- 16  Mathematician
- 17  Dawn

FABLED, JINXES & LORIC



Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.



Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED



Djinn

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

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Poppy Grower
- 4  Poisoner
- 5  Innkeeper
- 6  Mezepheles
- 7  Legion
- 8  Pukka
- 9  Fang Gu
- 10  No Dashii
- 11  Acrobat
- 12  Sage
- 13  Choirboy
- 14  Damsel
- 15  Dreamer
- 16  King
- 17  Mathematician
- 18  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

Town Panic — by Fox

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
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		Poisoner The Poisoner points to a player. That player is poisoned.
9		Mezepheles Show the Mezepheles their secret word.
10		Pukka The Pukka points to a player. That player is poisoned.
11		Pixie Show the Pixie 1 in-play Townsfolk character token.
12		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
15		Noble Point to 3 players including one evil player, in no particular order.
16		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Town Panic — by Fox

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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		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.
7		Legion Choose a player, that player dies.
8		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9		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.
10		No Dashii The No Dashii points to a player. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
14		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
16		King If there are more dead than living, show the King a character token of a living player.
17		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
18		Dawn Wait for a few seconds. End the Night Phase.