

TOWNSFOLK

A

Amnesiac

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

A

Artist

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

B

Balloonist

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

C

Cannibal

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

C

Confessor

Each night*, you learn the role of the player who nominated you yesterday. If you were nominated by the Demon, you are poisoned until dawn.

D

Dreamer

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

J

Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

H

Haruspex

When you learn that you have died at night, you may publicly ask another player a yes/no question. If their answer is not true, they die.

N

Nightwatchman

Once per game, at night, choose a player: they learn who you are.

N

Noble

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

P

Philosopher

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

S

Savant

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

S

Sleuth

Once per game, you may publicly guess each player's role. If correct, the good team wins. If you die at night, someone else might die instead.

OUTSIDER

C

Changeling

Your first night, you learn a Townsfolk role. If you are not mad that you are this role, you or a player with that role might die, even if you are dead.

O

Opportunist

If the game ends while you are alive, you switch to the winning team.

P

Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

W

Witchhunter

If you nominate and execute an evil player, you gain a not-in-play Townsfolk ability. If you die, an evil player gains a not-in-play Minion ability.

MINION

B

Beldam

Each night*, you may choose a good role. If that role is in play, they are poisoned until dusk. If not, a player becomes that role.

C

Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

G

Goblin

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

M

Mezephelus

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

DEMON

F

Fang Gu

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

N

No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned. [-1 Outsider]

X

Xanatos

Each night*, choose a player: they die. The first night, you may look at the Grimoire, but one player registers incorrectly. [-1 to +1 Outsiders]

V

Vigormortis

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

Quick Reference

Pandemonium! — by Greg

FIRST NIGHT

- 1 **D** Dusk
- 2 **M** Minion Info
- 3 **D** Demon Info
- 4 **P** Philosopher
- 5 **A** Amnesiac
- 6 **C** Cerenovus
- 7 **M** Mezepheles
- 8 **C** Changeling
- 9 **N** Noble
- 10 **B** Balloonist
- 11 **D** Dreamer
- 12 **N** Nightwatchman
- 13 **X** Xanatos
- 14 **D** Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

- H** **House Rules**
- F** **FAQ**
- C** **Cousin**
Your first night, a player learns which team you are on. If they die, you die instead.
- G** **Gumshoe**
Each day, you may privately visit the Storyteller to learn one true fact.
- P** **Postman**
Each night, you learn a name. Until dusk, you learn any info they would learn; they learn nothing. If you are exiled, a player from your team becomes drunk.

OTHER NIGHTS

- 1 **D** Dusk
- 2 **W** Witchhunter
- 3 **P** Philosopher
- 4 **A** Amnesiac
- 5 **C** Cannibal
- 6 **B** Beldam
- 7 **C** Cerenovus
- 8 **M** Mezepheles
- 9 **F** Fang Gu
- 10 **N** No Dashii
- 11 **X** Xanatos
- 12 **V** Vigormortis
- 13 **J** Juggler
- 14 **B** Balloonist
- 15 **C** Confessor
- 16 **D** Dreamer
- 17 **N** Nightwatchman
- 18 **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

Pandemonium! — by Greg

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	P	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. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.
5	A	Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
6	C	Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
7	M	Mezepheles Show the Mephit their secret word.
8	C	Changeling Show the Changeling 1 Townsfolk character token.
9	N	Noble Point to 3 players including one evil player, in no particular order.
10	B	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.
11	D	Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12	N	Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
13	X	Xanatos Change one player's token (and any related reminders) in the Grimoire, show the Grimoire to the Xanatos for as long as they need, and then reset the Grimoire.
14	D	Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Pandemonium! — by Greg

1	D	Dusk Start the Night Phase.
2	W	Witchhunter If a player gained an ability from the Witchhunter's ability, wake them and tell them they gained that ability.
3	P	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. Or, if the character is in play, place the drunk marker by that player and the Not the Philosopher token by the Philosopher.
4	A	Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
5	C	Cannibal Reminder: Wake the Cannibal if their ability wakes at night.
6	B	Beldam Ask the Beldam to choose a role. If possible, poison a player with that role. Otherwise, choose a player and make them that role; wake them and tell them their new role.
7	C	Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8	M	Mezepheles Wake the 1st good player that said the Mephit's secret word and show them the 'You are' card and the thumbs down evil signal.
9	F	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	N	No Dashii The No Dashii points to a player. That player dies.
11	X	Xanatos Wake the Xanatos and ask them to choose a player. That player dies.
12	V	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.
13	J	Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
14	B	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.
15	C	Confessor If the Confessor was nominated yesterday: they learn the role of their nominator (but they are poisoned if that was the Demon).
16	D	Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17	N	Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
18	D	Dawn Wait for a few seconds. End the Night Phase.