Chaos is fun v1.0.0 *by BlackGoat*

Spirit of Ivory · Sentinel · Hindu · Djinn

TOWNSFOLK

Chef
You start knowing how many pairs of evil players there are.

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

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

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

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

Oracle
Each night*, you learn how many dead players are evil.

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.

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

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

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.

OUTSIDER

Hermit
You have all Outsider abilities. [-0 or -1 Outsider]

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

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

Snitch
Minions start knowing 3 not-in-play characters.

MINION

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

Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

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

DEMON

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

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

Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Snitch
6. Snake Charmer
7. Mezepheles
8. Pixie
9. Amnesiac
10. Chef
11. Noble
12. Balloonist
13. Cult Leader
14. D — Dawn

FABLED, JINXES & LORIC

Pit-Hag & Goon

If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

Al-Hadikhia & Mastermind

If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

FABLED

Spirit of Ivory

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

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

Hindu

The first 4 players to die are immediately reincarnated as Travellers of the same alignment.

RECOMMENDED TRAVELLERS

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Cacklejack

Each day, choose a player: a different player changes character tonight.

Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

Voudon

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

Deviant

If you were funny today, you cannot die by exile.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Gambler
4. Snake Charmer
5. Pit-Hag
6. Mezepheles
7. Shabaloth
8. Vortox
9. Al-Hadikhia
10. Professor
11. Amnesiac
12. Oracle
13. Balloonist
14. Cult Leader
15. 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

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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 **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 **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7 **Mezepheles**
Show the Mezepheles their secret word.

8 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

10 **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11 **Noble**
Point to 3 players including one evil player, in no particular order.

12 **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.

13 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

14 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 **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 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

10 **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.

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

12 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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