Chaos in a Bag v1.0.0 *by Larkspur*

Deus ex Fiasco · Djinn

TOWNSFOLK



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



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.



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



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



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



Undertaker
Each night*, you learn which character died by execution today.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



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

MINION



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



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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



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



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]



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

Quick Reference

Chaos in a Bag — by Larkspur

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. King
6. Lil' Monsta
7. Lleech
8. Godfather
9. Pukka
10. Damsel
11. Amnesiac
12. Washerwoman
13. Librarian
14. Empath
15. Butler
16. Noble
17. Cult Leader
18. General
19. Dawn

FABLED, JINXES & LORIC

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Boffin & Drunk

The Demon cannot have the Drunk ability.

Lil' Monsta & Scarlet Woman

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

Boffin & Goon

If the Demon has the Goon ability, they can't turn good due to this ability.

Boffin & Cult Leader

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

FABLED

Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Scarlet Woman
3. Pukka
4. Lleech
5. Lil' Monsta
6. Godfather
7. Choirboy
8. Damsel
9. Amnesiac
10. Empath
11. Undertaker
12. King
13. Cult Leader
14. Butler
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

Chaos in a Bag — by Larkspur

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		**Magician**
5		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
6		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
7		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
8		**Godfather** Show each of the Outsider tokens in play.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
12		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		**Butler** The Butler points to a player. Mark that player as 'Master'.
16		**Noble** Point to 3 players including one evil player, in no particular order.
17		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
19	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Chaos in a Bag — by Larkspur

1 D **Dusk**
Start the Night Phase.

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

3 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

4 **Lleech**
The Lleech points to a player. That player dies.

5 **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.

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

7 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

8 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

10 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

11 **Undertaker**
If a player was executed today: Show that player's character token.

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

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

14 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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.