# Pure Chaos v1.0.1 *by Daisy S.*

Sentinel Djinn

## TOWNSFOLK



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



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



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



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



### Flowergirl
Each night*, you learn if a Demon voted today.



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



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



### Fool
The first time you die, you don't.



### Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

## OUTSIDER



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



### Plague Doctor
When you die, the Storyteller gains a Minion ability.



### Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



### Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

## MINION



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



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMON



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



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Devil's Advocate
7. Evil Twin
8. Dreamer
9. Noble
10. Bounty Hunter
11. General
12. Mathematician
13. Dawn

## FABLED, JINXES & LORIC

**Mathematician & Drunk**

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

**Plague Doctor & Evil Twin**

If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

**Mathematician & Marionette**

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

**Plague Doctor & Marionette**

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

### FABLED

**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.

### RECOMMENDED TRAVELLERS

**Harlot**

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

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Devil's Advocate
5. Lycanthrope
6. No Dashii
7. Dreamer
8. Flowergirl
9. Juggler
10. Bounty Hunter
11. General
12. Mathematician
13. 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  **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.

5  **Poisoner**
The Poisoner points to a player. That player is poisoned.

6  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

8  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

10  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

11  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

13 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

8 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

9 **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.

10 **Bounty Hunter**
If the known evil player has died, point to another evil player.

11 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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