

# Total Chaos (unassigned)

Revealed,  
unreleased  
characters

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

*Acrobat*

Each night\*, choose 3 players (all players learn who); each silently chooses to live or die, but if all live, all die.

*Al-Hadikhia*

You have a not-in-play Minion ability.

*Alchemist*

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

*Amnesiac*

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

*Atheist*

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

*Balloonist*

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.

*Boombcandy*

Die

You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townfolk is evil]

*Bounty Hunter*

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

*Cannibal*

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

*Choirboy*

Used

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

*Cult Leader*

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

*Damsel*

Once per game, at night, choose which Minions or which Demon is in play.

*Engineer*

If you die at night, an alive good player becomes a Farmer.

*Farmer*

Has this ability

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.

*Fearmonger*

Once per game, during the day, visit the Storyteller for some advice to help your team win.

*Fisherman*

Target 1

Target 2

Target 3

(effect)

(effect)

(effect)

Townfolk seen

Outsider seen

Minion seen

Demon seen

Traveller seen

Client

Has this ability

Poisoned

Become good

Become evil

Minion guess used

Fear

Used

Once per day, you may choose to kill a living neighbor, if your other living neighbor agrees.

*Gangster*

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

*General*

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

*Goblin*

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

*Golem*

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

*Heretic*

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

*Huntsman*

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

*King*

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

*Legion*

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

*Leviathan*

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

*Lil' Monsta*

Each night\*, choose a player: they die. On your 1st night, choose an alive player: they are poisoned — you die if (& only if) they die.

*Lleech*

Claimed today

Each night\*, choose an alive player: if good, they die, but they are the only player that can die tonight.

*Lycanthrope*

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

*Magician*

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

*Marionette*

Cannot nominate

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

*Mezephelus*

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

*Nightwatchman*

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

*Noble*

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

*Pixie*

Used	Die	To be executed	Is the Demon	Die	Poisoned	Die	
Day 1	Day 2	Day 3	Day 4	Day 5	Good player executed	Die	Marionette
Used	Becomes evil	Used	Know	Know	Know	Gain ability if mad	Has this ability

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



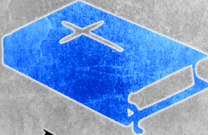
*Politician*

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




*Poppy Grower*

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



*Preacher*

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



*Psychopath*

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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.



*Puzzlemaster*

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



*Riot*

Minions start knowing 3 not-in-play characters.



*Snitch*

On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



*Widow*



*Whoops*




*Protected*

Once per game, the Storyteller will make a "mistake", correct it, and publicly admit to it.



*Deus ex Fiasco*

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



*Storm Catcher*



Evil learn each other



No ability




No ability



No ability



Drunk



Used



Day 1



Day 2



Day 3



Poisoned

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Future editions:



Garden of Sin



The Tomb



Midnight in the House of the Damned



The Greatest Show on Earth

Revealed,  
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characters:  
duplicates

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an alive good player  
becomes a Farmer.



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*Farmer*

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



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