



A Homebrew Blood on the Clocktower Script by Besjbo

Going to the police was a mistake. A shifty figure has been following you for blocks, and you swear people on the street are taking notes as you pass by. You hide around a corner waiting for an ambush, only to see that shifty figure speeding off in an Aston Martin. An old war buddy calls in a favor to look up the license, and... no. No no no no no, how high does this go? The Reds don't have this kind of influence, not yet, who's behind this? That's when you hear the knock.

New World Chaos is a game of intrigue and paranoia. If the Good team cooperates to piece together their own abilities, they can reliably discover which characters are where, but the Evil team is equipped to sow doubt and mistrust between would-be allies, and even make players doubt themselves. Good players must be careful who they speak to, who they trust, and who they form alliances with, and the shadow of nuclear annihilation looms constantly over this brave new world.

Expert. Recommended for proactive negotiators who enjoy teamwork and can handle minor trust issues.

When playing *New World Chaos*...

Good players must first work out their own characters, before locating Evil. Some Townsfolk characters start believing they are other characters, or not knowing the full extent of their abilities, whilst others gain information on characters, but not specific players. Good players must rely on each other to piece together whose information is about who.

The Good team must pay close attention to who is talking with who, and be willing to capitalize on any imbalance of information. If the Evil team is given the opportunity to solve the game and formulate a gameplan, they will know exactly which Good players to pressure, and Good risks turning against each other to disastrous effect. However, if Good can get the drop on Evil, and leverage early uncertainty to dictate the flow of the game and negotiate Evil into a corner, Good will have the upper hand.

Evil players will delight in their ability to terrify and confuse the Good team, but they must be tactical and cautious to avoid being caught. The Demons have drastically different angles of attack, and may need to convince the Good team that a different Demon is in play to goad them into mounting a misguided defense. If the Demon can bluff a key Good player into playing for Evil, or convince them that they are the only two Good players in the entire game, Good will collapse from the inside.

The Minions have massive potential to spread confusion and distrust, if they can exploit the tense atmosphere. Brainwashed and mad players sow the seeds of future Good infighting, a late-game Chairman swap can plunge the game into chaos, and a Templar who crafts the perfect narrative can end the game on the spot.

Besjbo does not own this unofficial content. Besjbo has no affiliation with the Pandemonium Institute. Besjbo is not Steven Medway. Besjbo firmly denies all allegations that he is Steven Medway, and denounces such rumors as baseless conspiracy theories. Would Steven do something like that? Would Besjbo? The idea is frankly implausible, and Besjbo is offended you would even consider it.

Townsfolk

Wiretap



You are 1 of 2 Wiretap characters.

Domestic: You start knowing 2 allied players. When they both die, you learn their characters tonight.

Foreign: You start knowing 2 opposite players. When you die, you learn the Evil character tonight.

The Wiretap learns two players and must figure out whether they are on the same team by learning their own character.

“Lot of noise coming from that hotel room. Either we’ve got a situation, or someone’s having a damn good time. Better go and check.”

Examples:

During the first night, the Wiretap sees Sam and Pam. Sam is executed on the first day, and Pam dies that night. The Wiretap is woken that night and learns that Sam was the Sleeper and Pam was the Jurist.

The Wiretap sees Sarah and Nicky, two evil players. The Wiretap is executed on the first day, and does not learn their character. The Wiretap knows they cannot be Foreign, so they must be Domestic. The Wiretap will not learn Sarah and Nicky’s characters when they both die, since they are dead.

Amy the Wiretap sees Pat, a Good player, and Kat, the Chairman. Amy tells everyone she is the Populist. That night, the Populist learns Foreign Wiretap. The Demon kills Amy, who wakes and learns Chairman.

- There is only one Wiretap token, and the Storyteller decides which character to give them. There cannot be two Wiretaps in the same game, it is one token with two attached characters.
- You learn the characters at the earliest possible time after the conditions are met.
- “Wiretap” is not a character. Any ability that requires choosing a character must specify a particular Wiretap character, Foreign or Domestic.

How to run:

On the first night, decide which character the Wiretap has, and mark them with the “Foreign” or “Domestic” reminder token. Mark the two players the Wiretap sees with the “Seen” reminder tokens.

Foreign: Wake up the Wiretap, and point to one Good and one Evil player. When the Wiretap dies, wake them up at the earliest possible time and show them the Evil character token.

Domestic: Wake up the Wiretap, and point to two players on the same team. When both the players the Wiretap saw are dead, wake up the Wiretap, point to each player, and show their character tokens.

Double Agent



The Demon sees you instead of a Minion. That Minion does not know the Evil team.

The Double Agent sows mistrust between Evil players by appearing as a Minion.

“Forty-seven hours ago, the Rambaldi device was reported missing from our high-security vault, and my government contacts reported an artifact of similar description in the possession of the CIA this morning. We can no longer ignore the obvious, sir, we have a mole in the senior staff. Given the sensitive nature of this issue, it is best I oversee the investigation personally, sir. I have already begun preparations.”

Examples:

Brian is the Double Agent, Nicky is the Demon, and Sophia and Andrew are the Minions. Nicky learns that Sophia and Brian are the Minions. Sophia learns that Nicky is the Demon and Andrew is the Minion. Andrew does not learn anything.

Sam is the Double Agent, and Emily is the Seclorum who learns that Sam is her Minion. Emily whispers Sam on the first day. That night, Emily asks what Sam’s character is and learns he is the Double Agent.

- The Minion that the Demon does not learn about does not learn who the Demon and Minions are. If they would gain information from an ability, that still works normally.
- In a game with multiple minions, the other minions will still see the real Minion instead of you, so they can approach their Demon to cross-reference their information – if the Demon believes them.

How to run:

Place the “Replaced” reminder token on a Minion. When you wake the Demon, show them the Double Agent as their Minion, instead of the replaced Minion. Do not wake up the replaced Minion to show them their Demon or Minions.

Sleeper



You think you are an in-play Minion. Neither of you know the Evil team. If you are “mad” about your character, you learn the in-play Demon tonight.

The Sleeper causes a Minion to consider revealing their own identity, but must figure out they are Good.

“I have lost the last ten years of my life to an organization far, far beyond the limits of what anyone thought was possible. Listen, and listen closely, we don’t have much time...”

Examples:

The Sleeper receives the Agitprop token, and does not learn who the Demon is. They choose Ryan and state “You are the M.A.D. Man”. Ryan tells everyone that they are the Populist, and is not executed. The Sleeper tells everyone that they are the Agitprop, but might be the Sleeper. That night, they learn “Kabal”.

The Templar does not learn who their Demon is. They do not know if they are really a minion or the Sleeper, and wait for the Demon to come to them. The Demon never approaches them because they are afraid a Double Agent is in play, so the Templar tells the town that they are the Templar who is probably the Sleeper. The Templar gets no information at night. The real Sleeper stays silent and dies at night, and accuses the Templar the next day.

- You and a Minion receive the same token. The rest of the Evil team learns the real Minion, but neither of you learn who the Evil team is.
- The Storyteller may deceive you into thinking you have the Minion ability, but you do not.
- You may openly speculate about being the Sleeper – after all, any Minion *could* be! So long as you honestly try to convince town that you are the character you think you are, you are “mad”.
- The Storyteller decides if you are sufficiently mad. If you claim it jokingly, or take it back in private, the Storyteller may decide that you are not being mad. If the Storyteller decides you were mad, you wake that night and learn which Demon character is in play.

How to run:

During setup, replace the Sleeper token with a duplicate of an in-play Minion token. Once players have received their tokens, place the “Is the Sleeper” reminder token on the Sleeper, and the “Copied” token on the Minion. Do not wake either player up to tell them who the Demon and other Minions are. Correctly show the Demon and other Minions that the copied Minion is a Minion.

If you judge that the Sleeper is honestly trying to convince the town about their character, mark them with the “Mad” reminder token. If you do, wake them up that night and show them the character token of the in-play Demon. If they were not mad, do not wake them.

If the Sleeper believes that they are a Minion with an active ability, wake them up when that minion would wake, and prompt them as if they had this ability. The Sleeper does not actually have this ability, and it has no effect on the game.

Jurist



Each night, choose a player (not a Traveler) and learn their character. Good living players register falsely.

The Jurist correctly learns about dead players and Evil players, but wrongly accuses living Good players.

“In the case of the People vs Cole, this court finds the defendant guilty on all charges. There are no words and no sentence harsh enough for their betrayal of this country. With regard to the hearing on the People vs Scott, on review of the evidence this court vacates its conviction of the late Mr. Scott, a patriot in the wrong place at the wrong time.”

Examples:

On the first night, the Jurist picks Dan, the Wiretap, and learns that he is the Seclorum. Dan is executed the next day. That night, the Jurist picks Dan again, and learns that he is the Domestic Wiretap.

The Jurist chooses Nicky, the Kabal, and learns that he is the Kabal. The Jurist knows that Nicky is either Good, or the Kabal.

The Demon kills Pam, the Populist. Later that night, the Jurist chooses Pam, and learns that she is the Populist.

How to run:

Each night, wake the Jurist and indicate for them to point to a player. If the player they pointed to is currently both alive and Good, show them any character token except their actual character. If the player they pointed to is dead, Evil, or both, show them the character token of the player they pointed to.

Freelancer



Each night, choose a Good character and learn who it is (if in play). Once per game, learn falsely.

The Freelancer tracks down particular Good characters, sometimes jumping to conclusions.

“Have I got a scoop for you! See here, she looks around, she hurries into the building, and an hour later, that’s the Senator’s car leaving! I’m not saying nothin’ about it, but your readers can put two and two together.”

Examples:

The Freelancer chooses the Blacklister, and learns that if the Blacklister is in play, it is Kat. Kat is the Blacklister. On the next night, they choose the Jurist, and learn that if the Jurist is in play, it is Nicky. This is true, as the Jurist is not in play: Nicky is the Kabal bluffing Jurist.

The Freelancer chooses the Foreign Wiretap, and learns that if there is a Foreign Wiretap, it is Dan. Pam is the Domestic Wiretap. On the next night, they choose the Drunk, and learn that if there is a Drunk, it is Sam. Paul is the Libertine, but the Drunk token is currently on Sam.

The Freelancer chooses the Black Ops, and learns that if the Black Ops is in play, it is Alice. Charlie is the Black Ops – the Freelancer has learned falsely.

- You always learn a player, whether or not the character you chose is in play. If your choice is not in play, the Storyteller may show you anyone, especially an Evil player bluffing as that character.
- Your information is always conditional – if this character is in play, they are this player – so if you choose an out of play character, your information is true. Once per game, you might learn the wrong player even if you choose an in-play character.
- Malfunctioning some other way (such as the Libertine) will not count towards the once per game false information.
- If multiple players are your chosen character, you will only learn one of them.

How to run:

Each night, wake the Freelancer and have them indicate a Good character. If that character is in play, point to that player. If that character is not in play, point to any player. Once per game, if they choose an in-play character, you may point to the wrong player, and place the “Once” reminder token on them.

If the Freelancer chooses the Ambassador character, shake your head no, and indicate for them to choose again.

Blacklister



Each night*, choose an Evil character. You learn a character they whispered today (if in play).

The Blacklister tracks down Evil characters based on who they speak privately with.

“This man has been photographed giving shuffleboard lessons to the starring actor in a movie produced by a card-carrying communist with suspected deviant tendencies! With all due respect, what will our mothers say to their children if we seat this troublemaker in our esteemed city council?”

Examples:

The Chairman whispers the Populist, the Diplomat, and the Draconis. The Blacklister chooses the Chairman and learns “Populist”.

The Draconis whispers the Templar, the Chairman, and the Agitprop. There is no Brainwasher in play. The Blacklister chooses the Brainwasher and arbitrarily learns “Blacklister”.

The Kabal whispers the Blacklister and tells them that they are really the Evil Defector. The Blacklister chooses the Defector and learns “Kabal”. There is no Sympathizer and no Defector in play.

- Two players cannot whisper without mutual consent. Two players left alone together in the Town Square are not “whispering” unless they mutually agree to take their conversation elsewhere.
- If you chose an in-play Evil character, you learn a character they whispered today. If you chose an out-of-play Evil character, you will learn an arbitrary character, in or out of play.
- Evil characters are characters that are Evil by default. If the Draconis turns an Evil player into a Good character, that player is not an “Evil character”. The Evil characters are the four Demons, the four Minions, and the Defector.

How to run:

Each night, wake the Blacklister and indicate for them to choose an Evil character. If that character is in play, check who they whispered today, and show the Blacklister the character token of someone they whispered. If the character is not in play, show the Blacklister any character token.

If you lost track of who Evil characters whispered yesterday, you may wake them and indicate for them to point to the players they whispered the day, before waking the Blacklister. If you keep track of whispers this way, you might want to do this as good practice whether or not the Blacklister is in play.

Black Ops



Each night*, you learn whether you whispered the Demon today.

The Black Ops knows if they whispered the Demon.

“Tango Bravo to Sierra Victor, do you copy, over? I’m going in, put me on ten minute check in. If I don’t give the all clear in ten, get out of here, tell headquarters Forty-Seven was right, over and out.”

Examples:

The Black Ops whispers the Jurist, the Wiretap, the Populist, and the Seclorum. That night, they learn a “Yes”.

The Black Ops whispers the Sympathizer and the Double Agent. That night, the Chairman turns the Sympathizer into the Demon. The Black Ops learns a “no.”

The Black Ops whispers the Agitprop and the Eavesdropper, and has a quick conversation in the Town Square with the Draconis when nobody is paying attention. That night, they learn a “no”.

- Two players cannot whisper without mutual consent. Two players left alone together in the Town Square are not “whispering” unless they mutually agree to take their conversation elsewhere.
- If you did not whisper the Demon today, but one of the players you whispered becomes the Demon tonight, you still learn a “no”, since nobody you whispered was the Demon at the time you whispered them.

How to run:

During the day, if you see the Black Ops in a private conversation with the Demon, place the “Demon whispered” reminder token onto them. That night, wake the Black Ops, and indicate a yes if they whispered the Demon today, and a no if they did not. Then, remove the “Demon whispered” reminder token.

If you lost track of who the Black Ops whispered today, you may indicate for them to point to the players they whispered that day.

Populist



Each night*, you learn a character who was “mad” about being the Populist today.

The Populist learns the characters of players who are also claiming to be the Populist.

“This is our country! A free country! A country of individuals! Now repeat after me: Better dead than red! Better dead than red! Better dead than red!”

Examples:

On the first day, the Libertine, the Freelancer, and the Diplomat all publicly hint that they are the Populist, and privately ask their neighbors to publicly claim Populist to clear themselves. That night, the Populist learns “Diplomat”.

The Chairman is bluffing as the Populist. They tell the town that they saw the Double Agent last night as the Populist, and ask the real Double Agent to come to them privately. That night, the real Populist learns “Chairman”.

The Blacklister publicly reveals their information, and nominates the player they believe is the Demon. Before the day ends, they say “just kidding, I’m the Populist”. The Populist does not learn any character tonight.

- The Storyteller determines whether a character is sufficiently mad about being the Populist. If a player is hinting that if someone publicly claims Populist, they might gain their trust tomorrow, the Storyteller might show the Populist their character. If a player claims “I’m the Populist” at the end of the day and does nothing to support the claim, the Storyteller will probably not show the Populist their character.
- The Populist does not know which player they learned about.

How to run:

During the day, if you judge that a player is honestly trying to convince the town that they are really the Populist, mark them with the “Mad” reminder token. That night, wake the Populist, choose one of the players marked with the “Mad” token, and show the Populist that character. You may show the Populist their own character if they were mad about being the Populist.

If nobody was marked with the “Mad” token today, wake the Populist and shake your head no.

Diplomat



Each day, you may visit the Storyteller to broker a deal between 2 other players (different from yesterday). Non-Travelers who break the deal today are drunk until dawn.

The Diplomat negotiates deals between other players.

“And in exchange for joint oversight of your refineries, as a sign of good faith, all charges will be dropped against your detained countrymen. A toast, gentlemen, to newfound friendship in these dark times.”

Examples:

Pat the Diplomat proposes to Dan and Nick that they both vote on Adam today, and they agree. Pat visits the Storyteller, who reviews the terms, and tells Pat the deal is struck. Dan votes on Adam, but Nick does not. That night, Nick, the Jurist, chooses the dead Blacklister and learns they are the Brainwasher.

The Diplomat proposes a deal to the Seclorum and the Truther. The Diplomat proposes that both players publicly claim, and the players agree. The Seclorum lies, becomes drunk, and nobody dies that night. The Diplomat cannot deal with either player tomorrow, and the Seclorum kills the Diplomat the next night.

The Diplomat proposes that both players choose themselves tonight if able. The Storyteller reminds the Diplomat that the deal is only binding today, and asks them if they would like to propose something else.

The Symbolologist visits the Storyteller and asks to broker a deal. The Storyteller says “you can’t do that”.

The Kabal visits the Storyteller and asks to broker a deal. The Storyteller says “we both know you can’t do that, but I would accept that deal, so I’ll play along.” The Kabal pretends that their deal was struck.

- Both players must make a definite promise that is guaranteed to be under their control. “We won’t vote on each other” is a valid deal, “We will prevent each others’ execution” is not.
- Deals may only concern actions taken the day of the deal. They may not concern night actions.
- You and both parties must agree to the deal, but you are not bound by the deal yourself.
- The Diplomat must visit the Storyteller privately to close their deal. If it is legal, and the player is the Diplomat (or being deceived to believe so), the Storyteller will acknowledge the deal struck.
- If one player breaks the deal, the other is still held to it and will still become drunk if they renege.

How to run:

During the day, the Diplomat may propose a deal to two other players requiring them to commit to taking a game action today. They might call you over to observe and adjudicate this process. Once all three players agree, the Diplomat may privately visit you. If the deal is legal, privately tell the Diplomat the deal is struck, and mark both players with the “Deal Struck” reminder tokens. Mark any players who break the deal with the “Drunk” reminder token. Remove all tokens at dawn.

Eavesdropper



Each day, you may visit the Storyteller to learn something about each player you whispered today, in no particular order.

The Eavesdropper learns about everyone they whisper, but does not know who their information is specifically about.

"I hear the man's a commie, and his neighbor is mad! Wait, no, he lives with his mommy, and his neighbor is a cad!"

Examples:

The Eavesdropper whispers the Agitprop, the Blacklister, and the Activist. Then, they visit the Storyteller and learn "They have one Evil neighbor, they are the only character of their type, and they woke up last night". The Activist is the only Outsider, the Agitprop woke up last night, and the Blacklister is seated next to the Demon.

The Eavesdropper whispers the Populist. They visit the Storyteller and learn "Nobody has chosen them with their ability yet." They whisper several other players that day, but cannot use their ability again until tomorrow.

- You may visit the Storyteller at any point in the day. You may still whisper after you use your ability, but you only learn about the players you whispered before using your ability.

How to run:

When the Eavesdropper visits you during the day and asks to use their ability, confirm with them who they have whispered today. Tell them one true statement that pertains to each player they whispered with, but do not tell the Eavesdropper which statement pertains to which player. You may tell them about the player's character or character type, or about actions they have taken, about their neighbors, or any game-relevant fact about that player.

Symbologist



You have 3 Townsfolk abilities, but 1 malfunctions. You also register as the functioning Townsfolk.

The Symbologist receives a torrent of information and must find out what to trust.

“But if we trace the path between the locations of each attack, and match it to the Masonic star-chart, then on the night of the Solstice... nothing, you say? Look again on the Hebrew calendar! A perfect triangle, with the North Star in the middle. I know where they will strike next.”

Examples:

The Symbologist is pointed to Sam and Kat, two opposite players. The Symbologist is asked to choose a Good character, picks the Blacklister, and learns that if there is a Blacklister, it is Daniel (who is the Blacklister). The Symbologist is asked to choose a player, picks the Draconis, and learns “Templar”. They have the Foreign Wiretap ability, the Freelancer ability, and the malfunctioning Jurist ability.

On the first day, the Symbologist whispers the M.A.D. Man, and asks the Storyteller for their information. The Storyteller says “They are not a Townsfolk”. The Demon learns that the Symbologist is their Minion, and the Minion does not learn who the Demon is. That night, the Symbologist learns “Domestic Wiretap”, although the Wiretap is not in play. They have the Double Agent ability, the Eavesdropper ability, and the malfunctioning Populist ability.

The Symbologist receives the Templar token. On the first night, they are told “You learn Pat and Nicky”, and they realize they are the Symbologist. The Symbologist has the Domestic Wiretap ability, the Populist ability, and the malfunctioning Sleeper ability, and there is no Templar in play.

The Symbologist with the Black Ops ability, the Truther ability, and the malfunctioning Eavesdropper ability is the only player claiming to be the Populist. That night, the Populist learns “Truther”.

- You do not know which abilities you have.
- The Storyteller may give you false information from your malfunctioning ability to deceive you, but must limit their deception to one ability, and cannot interfere with the function of the other two.
- If you gain the Sleeper’s ability, you are shown a Minion token, and you must deduce that you are the Symbologist from your other abilities.
- You cannot gain the Ambassador’s ability.

How to run:

Decide which three Townsfolk abilities the Symbologist has, and which one malfunctions. Treat the Symbologist as appropriate for both working abilities, and deceive them about the third ability. If any ability would learn the Symbologist’s character, you may show them the Symbologist token or either of the Townsfolk whose abilities they have. You may not show them the malfunctioning Townsfolk.

Truther



If you die at night, you may guess everyone's character. You learn how many you got correct.

The Truther tries to die at night to learn how true their theories are.

"And now that the world is on fire and the barbarians are at the gate, you have the audacity to come to me for help?"

Examples:

The Truther dies, and one by one points to every player, and then to the character sheet. The Storyteller tells the Truther they got 10 out of 12 guesses correct. Tomorrow the Truther tells the town they have mostly solved the game, and they try to figure out what pieces are missing.

The Draconis chooses the Blacklister, and Sam the Templar becomes the Templar Blacklister. The next night, the Truther dies and guesses that Sam is the Blacklister, which counts as a correct guess.

The Truther guesses three players' characters, then motions at everyone else and shrugs. The Storyteller confirms that the Truther is only guessing three players, then gives the Truther their information.

Pam the Kabal kills the Truther. The Truther is already suspicious of Pam and wants to learn about only her, so they guess only that Pam is the Seclorum. They learn that no guesses were correct.

- The Truther learns how many out of all their guesses were correct, not specifically which were correct. They may not guess more than one character per player.
- The Truther *may* guess everyone: they are not obligated to guess everyone. When their ability triggers, for each player, they may make a guess, or decline. However many players they guess, once they have submitted their guesses and learned how many are correct, the ability is spent and they cannot guess any more.
- If a player has multiple characters, and the Truther guesses any of them, the guess is correct. If the Truther guesses the character a player incorrectly believes they are, the guess is incorrect.

How to run:

If the Truther dies during the night, wake them up and indicate for them to make their guesses. For each player, the Truther may point to them, then to a character. When they are finished, indicate to them the number of players whose characters were guessed correctly.

Ambassador



You are immune to all abilities. If the Demon chooses not to act, you malfunction this game. Once per game at night*, you may become a Traveler.

The Ambassador is trustworthy and reliable unless the Demon dedicates time to strip them of their duties.

“Excellent. On behalf of the American government, I look forward to our partnership. What’s that? Thank you for your hospitality, but I’m afraid not. As much as I would love to stay the night, I must be in Berlin tomorrow morning.”

Examples:

Emily is the Ambassador and chooses to become a Traveler as soon as possible. The next morning, Emily is announced as the Ambassador Traveler: she is confirmed, but does not count towards win conditions.

Daniel is the Ambassador. He tells everyone to trust him because he will be confirmed tomorrow. That night, the Draconis does not act. Daniel loses his ability permanently. Later, he dies in the night.

Jack is the Black Ops. He tells everyone to trust him because he will be confirmed tomorrow. That night, the Draconis does not act. There is no Ambassador in play. Jack laughs when nobody dies at night.

The Agitprop chooses to make the Ambassador mad. Nothing happens. Later that night, the Kabal chooses to kill the Ambassador. Nothing happens. The next day, the Templar nominates the Ambassador without whispering them, and the Ambassador is executed. The game continues.

- You are completely unaffected by all abilities. You cannot become drunk, you cannot receive the incorrect character, your character cannot be changed, and you cannot be killed or made mad by any ability, although you can still die by execution. Players cannot choose the Ambassador character, nobody can gain the Ambassador ability, and nobody can incorrectly receive the token.
- When you become a Traveler, you do not change characters. You are still the Ambassador, and still immune to everything. If you lose your ability now, you remain a Traveler.
- The Demon may choose not to act whether or not you are in play. The Comintern do not wake at night at all, and so they can never remove your ability. Fortunately for them, once you become a Traveler, they don’t need to kill you to win the game, so they don’t mind too much.

How to run:

If any ability would affect the Ambassador, it has no effect. If the Demon indicates that they are choosing not to act, put them to sleep and mark the Ambassador with the “Malfunction” reminder token: their ability and immunity is gone. The Demon may do this whether or not the Ambassador is in play.

Each night (not the first), wake the Ambassador and ask them if they would like to use their ability. If they say yes, and they are not malfunctioning, they become the Ambassador Traveler. Announce the new Traveler in the morning. As with any Traveler, they do not count as a player for win conditions.

Outsiders

Libertine



You think you are a Townsfolk until you die, and have their ability. Each night*, even if you are dead, the Drunk token moves to a Townsfolk the Drunk whispered today. [You start Drunk]

The Libertine creates misinformation that is transmitted through private conversations.

“Hey, baby doll, how you doing? Look, babe, there’s no easy way to say this, I’ve got some bad news...”

Examples:

Carl the Libertine thinks they are the Wiretap and receives the Foreign Wiretap ability, and the Drunk token starts on him. He is Drunk, so he sees Alex, the Jurist, and Dennis, the Symbologist. He whispers both, and that night the Drunk token moves to Alex. Alex chooses the dead Sleeper and learns that they are the Activist. The next day, Alex whispers the Populist, and Carl is executed. That night, Carl learns that he is the Libertine, and learns he sees no Evil character with the Foreign Wiretap ability, since Carl himself is no longer Drunk. The Drunk token moves to the Populist.

The Libertine whispers the Wiretap, and the Drunk token moves to them tonight. The Freelancer chooses the Drunk, and is pointed to the Wiretap. The next day, the Templar nominates the Wiretap without whispering them, and the Wiretap tells the town that this is a good execution, they trust the Templar, and they would like to die. The Wiretap is executed, Evil wins the game, and the Wiretap switches teams and wins with the Kabal, since they were the Drunk Outsider.

- The Drunk character is an Outsider with the ability “You do not know you are the Drunk. You think you are a Townsfolk, but you are not.” The player the Drunk token is on registers as both the Drunk and their own character, and their ability malfunctions. The Storyteller does not tell them they have the token and should usually deceive them into thinking they have their own ability, although the Storyteller may deceive them into thinking they have any Townsfolk ability.
- Your own ability to move the Drunk token still works while you hold it.
- You believe that you are a Townsfolk, and you cannot see the same Townsfolk token as another Townsfolk. As soon as you die, the Storyteller will tell you that you were actually the Libertine.
- After you die, the Drunk still exists and keeps moving. If a second Libertine is created, or you swap characters with someone else, the Drunk still exists. No second Drunk is ever introduced.

How to run:

During setup, replace the Libertine with an out-of-play Townsfolk token, and place the Drunk character token onto them. Whoever is the Drunk each day will malfunction, but you should deceive them into thinking they are functioning properly. Each day, note who the Drunk whispers, and move the token to a player they whispered each night. Treat the Libertine like the Townsfolk they think they are – they will malfunction while they hold the Drunk token, but as soon as it moves, they will function properly. If the Libertine dies, wake them at the first opportunity to inform them that they are the Libertine.

Activist



Each night*, a player dies, even if you are dead, unless a living player was “mad” about being the Activist today.

The Activist causes extra deaths unless an Activist claim is still alive.

“Hell, no, we won’t go! Hell, no, we won’t go!”

Examples:

The Activist tells everyone they are the Activist on the first day. Later, the Activist dies in the night, and the Activist tells everyone that they are actually the Populist. The Populist tells everyone that they are the real Activist.

The Activist lies about their role, but the Jurist tells everyone they are the Activist. That night, the Draconis kills the Jurist, but nobody dies to the Activist ability, since the Jurist was alive that day. The next day, the Wiretap claims to be the Activist, but still discusses their Wiretap information. That night, the Blacklister dies to the Activist ability.

- The Storyteller determines whether a player is sufficiently mad about being the Activist. If they are convincingly acting as the Activist by asking other players to publicly claim to be the Activist and not hard claiming their actual role, they are probably mad enough about being the Activist to prevent a death. If they are publicly claiming to be the Activist, but privately sharing their own information and not pushing back on it being discussed, they are probably not being mad about being the Activist.

How to run:

During the day, if you judge that a living player is honestly trying to convince the town that they are the Activist, place the “Mad” reminder token onto them. Each night, if nobody is marked with the Mad token, choose a player to die and place the “Die” reminder token onto them. Then, remove all Mad tokens.

M.A.D. Man



Each night, choose a living player (not yourself or Travelers): if either of you are executed tomorrow, you must ask to drop The Bomb with them.

The M.A.D. Man entrusts a player with the power to end the game if either of them are executed.

"We must be increasingly on the alert to prevent them from taking over other mineshaft space, in order to breed more prodigiously than we do, thus, knocking us out in superior numbers when we emerge! Mr. President, we must not allow a mine-shaft gap!"

Examples:

The M.A.D. Man chooses Pam, the Seclorum. Pam is executed the next day. The M.A.D. Man is forced to ask Pam to drop The Bomb, Pam agrees, and Evil wins.

George the M.A.D. Man chooses Ryan, the Diplomat. George is executed the next day, and George claims M.A.D. Man and asks Ryan to drop The Bomb. Ryan declines, and the game continues.

Nicky dies in the night. The M.A.D. Man chooses Nicky. The Storyteller shakes their head no, and the M.A.D. Man chooses Sarah instead.

- Nobody knows who is holding the "football". The M.A.D. Man must warn them.
- When The Bomb drops, Evil wins, unless Evil outnumbered Good. Even if the Demon is executed, if you allow them to drop The Bomb with you, Evil wins the game!
- The M.A.D. Man must immediately ask the holder to drop The Bomb when they or the holder is executed. It is their responsibility to do this. They do not need to convince anyone that they actually want to drop The Bomb – they may claim M.A.D. Man and say "I have to ask you to drop The Bomb with me, but please don't do it."
- The M.A.D. Man may not intentionally drop The Bomb to win with the Kabal. The Kabal's ability excludes players who dropped The Bomb. The M.A.D. Man can still play for Evil to win with the Kabal, but not by dropping The Bomb. Perhaps lie about where the football is?

How to run:

Each night, wake the M.A.D. Man and indicate for them to choose a player. If they choose a living player, move the "football" reminder token onto them. If they choose a dead player, indicate for them to choose again. If the M.A.D. Man or the player they chose is executed, the M.A.D. Man must immediately ask them to drop The Bomb. If they agree, announce that the game is over, and announce who has won.

The M.A.D. Man is responsible for asking to drop The Bomb when they must – make sure they know this. You may remind them about this, and if they are refusing to ask, you may decide they drop The Bomb anyway.

Sympathizer



**A Townsfolk is Evil, but thinks they are Good. You copy their ability, and the Demon knows them.
[1 Townsfolk is Evil Defector]**

The Sympathizer creates an Evil Townsfolk who thinks they are Good, and the Demon must convince them they are Evil.

“And one day we must ask the question, ‘Why are there forty million poor people in America?’ And when you begin to ask that question, you are raising questions about the economic system, about a broader distribution of wealth. When you ask that question, you begin to question the capitalistic economy.”

Examples:

The Freelancer is the Evil Defector. The Sympathizer is asked to choose a Good character, chooses the Blacklister, and learns that if there is a Blacklister, it is Nicky (the Blacklister). During the day, Neil the Draconis approaches the Defector Freelancer and tells them they are Evil.

The Populist is the Evil Defector. They tell everyone they are the Populist, and that night, both the Sympathizer and the Defector learn “Defector”.

- The Defector is a Townsfolk with “You think you are a Good Townsfolk and have their ability, but you are Evil.” They function identically to a Townsfolk, except that they register as Evil and as the Defector, the Demon knows who they are, and they win with Evil, not with Good.
- The Sympathizer has the same Townsfolk ability as the Defector, and it functions correctly. They do not learn what ability they have or who the Defector is.
- The creation of the Defector happens in setup. If a Sympathizer enters play midgame, they do not create a Defector. If there is already a Defector, the new Sympathizer has their Townsfolk ability.
- The Ambassador cannot be the Defector.

How to run:

In setup, mark one Townsfolk with the “Defector” reminder token, and mark them as Evil. On the first night, wake the Demon, point to the Defector, and show them the Defector token.

The Sympathizer knows they are the Sympathizer but has the same Townsfolk ability as the Defector. Treat them however you would that Townsfolk.

Minions

Agitprop



Each night, choose a player and a statement: that player is “mad” that statement is true tomorrow, or might be executed.

The Agitprop forces players to agree with them or be executed.

"Я repeat after me: I am воцягеоіse scym. I have аццачs been воцягеоіse scym. I uphold the ideals of the Імperialist щест, of щнісн I am a мемвея."

Examples:

The Agitprop chooses Daniel, the Blacklister, and the statement “I am an Outsider”. Daniel learns that they should be mad that they are an Outsider, or they might be executed. The next day, Daniel claims to be the Populist and is immediately executed.

The Agitprop chooses Oliver, and the statement “My neighbors are Good.” Oliver tells the town that he trusts his neighbors, but an Agitprop might be in play, so people should not take what people say too seriously. Oliver is immediately executed.

- The target is required to actively try to convince the town that the statement is true, by any means necessary. They do not necessarily need to outright repeat the statement, so long as what they say is consistent with it being true. If the target hints that an Agitprop may be in play and that their information might not be trustworthy, the Storyteller might decide to execute the target, since they are attempting to convince the town to disregard what they say.
- You must choose a definite, game-relevant statement. You cannot make Alex mad about the statement “We should execute Beth today”, but you can make Alex mad about the statement “Beth is the Demon”, and if Alex does not attempt to convince the town that Beth is the Demon, he might be executed.

How to run:

Each night, wake the Agitprop and indicate for them to pick a player and silently communicate a statement (with a phone, if playing in person). Wake the player, show them the “Mad” token, and silently communicate the statement to them. The following day, if the player does not attempt to convince the town that statement is true, you may immediately execute them (ending the day).

Brainwasher



Townsfolk might receive the incorrect character in setup (their abilities work normally).

The Brainwasher creates confusion by showing some Townsfolk the wrong character token.

“Experimental Log, Specimen 11100111.111. Specimen resistant to examination, exhibiting dangerously elevated physiological stress throughout experiment and attempting manual self-termination during Procedure 110. Physical modification to Montauk cortex required to expedite behavioral reassignment.”

Examples:

The Diplomat receives the Truther token. The Truther receives the Populist token, which is not in play. The Truther realizes something is wrong when they do not learn a character the second night.

The Wiretap receives the Jurist token, and the Symbolologist receives the Blacklist token. The Wiretap is told two players and immediately realizes the Brainwasher is in play, but the Symbolologist does not find out until their Truther ability triggers.

The Jurist receives the Sympathizer token. They look for the Defector all game, until the Freelancer tells them that they are actually the Jurist, not the Sympathizer with the Jurist ability.

The Double Agent receives the Activist token. The Brainwasher does not learn who the Demon is, and the Demon sees the Double Agent as their Minion.

- If the Brainwasher is in play, the Storyteller may replace any number of Townsfolk tokens with arbitrary tokens during setup. Once everyone has received their character, the Storyteller sets up an accurate Grimoire, noting which Townsfolk received an incorrect character token, and proceeds to run all character abilities normally, regardless of which token they saw.
- Any abilities that choose characters or learn about characters refer to the actual characters in play, not the tokens the players were shown.
- The Storyteller may replace one or all Townsfolk tokens, although it is usually best to replace a moderate number of tokens to allow Evil to bluff that a Brainwasher is in play.
- If a Townsfolk incorrectly receives an Evil token, they do not receive Evil starting information, because they are treated as their actual character.

How to run:

During setup, replace any number of Townsfolk tokens with any other character tokens, including duplicate tokens (except the Ambassador token). Note which Townsfolk character corresponds to which false token. Once players have received their tokens, place the correct character token on each player, and mark all Townsfolk that received an incorrect character with the Brainwashed reminder token. Treat these Townsfolk normally as their actual character – the token they received has no effect on the game.

Templar



If an Evil player nominates and executes a Good player they did not whisper today, Evil wins. Each day, if no-one dies, Evil wins.

The Templar demands action, and wins by executing players without hearing them out.

“Non nobis, Domine, non nobis, sed Nomini tuo da gloriam.”

Examples:

The Templar accuses the Sleeper of being the Demon. They refuse to waste their time on a whisper, nominate them, and convince the town to execute them. The game ends and Evil wins.

There are four living players, one of which is the Templar. The town decides not to execute, but this was a mistake – the Storyteller announces that the Evil Team has just won.

The Evil President nominates the Diplomat without whispering them. Afterwards, the Diplomat asks the President for a quick whisper to avoid the risk of a Templar loss. The Storyteller clarifies that the nomination already happened, and it is too late to prevent a potential Templar ability from triggering.

The Templar nominates the Jurist. The Jurist asks whether their quick conversation with the Templar at the beginning of the day counted as a whisper. The Storyteller clarifies that this is not considered a whisper.

- Whispers are generally public information. It is the players’ responsibility to remember who they whispered, and they are not obligated to share that information, but it is unsporting to lie to town about who you whispered, and absolutely forbidden to lie to the Storyteller.
- Two players cannot whisper without mutual consent. Two players left alone together in the Town Square are not “whispering” unless they mutually agree to take their conversation elsewhere.
- The Templar’s second ability triggers if nobody dies, even if someone was executed. Executing a dead player will not spare the town from the Templar – somebody must die.
- The Templar ability is checked at the time of nomination. If the Evil player whispers their target after the nomination is made, their ability can still trigger.
- To win, the Evil player must nominate *and* execute their target. An Agitprop break will not result in a Templar win – unless, of course, the Agitprop nominates their target first.

How to run:

If an Evil player nominates a Good player (besides the Ambassador) they have not whispered today, and they are executed, announce that the Evil team has won.

At the end of each day, if nobody died, announce that the Evil team has won.

Chairman



You know which players are Outsiders. Once per game at night*, choose one: they swap characters and alignments with the Demon. [-1 or +1 Outsider]

The Chairman can fire the Demon and replace them with an Outsider.

“I’m afraid that as of the merger, you are no longer the majority stakeholder, and the board feels you are no longer the best fit for our organization. We wish you the best of luck in your future endeavors.”

Examples:

The Chairman knows James is an Outsider. Later, they decide to use their ability, choosing James, the Libertine. James becomes the Evil Draconis, Adam the Draconis becomes the Good Libertine, and the Chairman learns that Adam is an Outsider. The Drunk token remains where it was. James chooses Blacklister, the Blacklister dies, and the Chairman becomes the Blacklister Chairman.

The Chairman decides to use their ability on Matt, the Sympathizer. David the Seclorum is now the Good Sympathizer, and has the ability of Sam, the Defector Jurist. Matt becomes the Evil Seclorum and learns that Sam is their Defector. Matt asks one question about each player he whispered today, and chooses to kill Pam the Populist.

The Drunk token moves to Brianna the Black Ops, so the Chairman learns that Brianna and Sam are now the Outsiders. The Chairman uses their ability on Brianna, Brianna becomes the Evil Kabal, and Kat the Kabal becomes the Good Drunk Black Ops. Kat never whispers a Townsfolk again, to ensure she stays Drunk. She sticks to her bluff, sways the town into an Evil victory, and switches teams and wins.

- Your ability to know which players are Outsiders is ongoing. If the Outsiders change, because of the Drunk token, the Draconis, the Spymaster, or your own ability, you will be made aware at the first possible opportunity.

How to run:

On the first night, wake the Chairman and point to the players that are Outsiders. If the Outsiders ever change, wake the Chairman at the first possible opportunity and point to the players that are Outsiders.

Each night (not the first), if the Chairman has not used their ability, wake them and ask them if they would like to use their ability. If they say no, put them to sleep. If they point to an Outsider, that Outsider switches roles and alignments with the Demon. Wake up those players, and inform them of their new character and alignment.

Demons

Comintern



You know 1 Comintern and 1 Good player. Each night*, you might die. Evil wins only when no Good players live. You register as a Minion too. [Most players are Comintern]

Comintern must convince the Good team to accept death before realizing Comintern is in play.

“The bourgeois states’ judicial terror and their persecution and imprisonment of proletarian fighters has become a widespread international phenomenon. What does that show us? The ruling class is deathly afraid, and from this fear is born their thirst for revenge. What the bourgeoisie therefore produces, above all, are its own grave-diggers. The approaching end of the world ruled by the bourgeoisie is inevitable, and the only question remaining is whether we will bury them before they drag us into their grave.”

Examples:

Kevin the Black Ops and Madeline the Wiretap are the Good players, with six Comintern. Madeline is executed the first day. When Kevin is on the block, he asks Madeline to drop The Bomb with him. The town tries to persuade Madeline, but Madeline trusts Kevin and drops The Bomb. The Good team wins.

Several Comintern are claiming Populist. Ben the Populist learns “Agitprop”, and then “Templar”.

Adam the Sleeper receives the Chairman token, so Ben the Comintern does not learn another Comintern (although Kat the Comintern learns Ben). Adam realizes his ability does not actually work, reveals himself as the Chairman, and learns that Comintern is in play that night. He begs anyone to drop The Bomb, but the other Good players do not trust him, so the Comintern go on to win.

- You should usually have as many Good players in game as would normally be Evil.
- The Good players can be Townsfolk or Outsiders, although they should usually be Townsfolk.
- If the Sleeper or Double Agent is in play, one Comintern will not learn another Comintern (they will still get bluffs). In the case of the Double Agent, one Comintern will see them as Comintern.
- Each Comintern can register as any specific Minion as well as the Demon.
- If the final three players are two Comintern and one Good player, and a Comintern is executed, Good wins. Comintern cannot win because a Good player lives, and the final Comintern will die in the night.

How to run:

Most players learn they are Comintern. Wake each, show them each 3 not-in-play characters, and point them to exactly one Comintern and exactly one Good player (tell them which is which).

Each night, any Comintern might die (you should kill one per night, unless the Comintern are planning to bluff Activist or a role that prevents night deaths). When all Good players are dead, announce that Evil has won. If The Bomb is dropped, announce that the Good team has won.

Draconis



Each night*, choose a character: if in play, they die and an Evil player gains their character(s) in addition to their own. If not, a player dies.

Draconis chooses specific characters to kill, and assimilates their abilities into the Evil team.

“You misunderstand, dear. I only screamed because I stubbed my toe. I did not say to run, you must have misheard me over the television. Do not be afraid, everything is all right. I love you, dear. I love all of our beautiful children.”

Examples:

The Draconis chooses the Jurist. Emily the Jurist dies, and Dan the Agitprop becomes the Agitprop Jurist, with both abilities. The Freelancer chooses the Jurist and learns that if there is a Jurist, it is Dan.

The Draconis chooses the Blacklister, which is not in play. The Storyteller decides that the Truther dies.

The Draconis Eavesdropper chooses the Draconis. They die, and the Templar Libertine Diplomat gains the Draconis and Eavesdropper characters, becoming the Templar Libertine Diplomat Draconis Eavesdropper. The T.L.D.D.E. is bluffing Populist, so the real Populist learns “Diplomat”.

- Players with multiple characters always register as all their characters, and have all their abilities. Any ability that would see their character token might see any of their character tokens.
- The Storyteller chooses which Evil player gains the character, and should generally choose to help Evil. They may choose a dead player, or even an Evil player who already has that character (only do this in extreme situations, such as the Draconis trying to steal the Chairman ability).
- If Draconis names a character not in play, the Storyteller chooses any player to kill, and no characters are gained.
- If Draconis named a character that is already dead, they will not kill anyone that night, but an Evil player will gain the character.
- Draconis may name Draconis. They will die, and another Evil player will become the Demon.

How to run:

Each night after the first, wake the Draconis and indicate for them to choose a character. If they choose a character that is in play, mark all players with that character with the “Die” reminder token.

Then, choose an Evil player to gain the character the Draconis chose. Wake the Evil player and inform them of all the characters they currently are.

If they choose a character that is not in play, choose any player and mark them with the “Die” token.

Seclorum



Each night*, you may ask the Storyteller one question about each player you whispered today. Then choose a player: they die.

Seclorum gazes into the minds of those they whisper, unearthing their deepest secrets.

“

υχζ|ιλςκρξ|wn
πδ|υηΔΓεζέα=γλûb<yrΘz
δηηζι+δ|nrληιηέφ.
cû|fēztîp†gηλ:κ
δχûηέη+ζήρ*πλîz:γλλδóiqzιιχâ|έέ:υθ.
φû†δ|κλιλ=έz.

”

Examples:

Joe the Seclorum whispers Pam, Patrick, Jack, and Adam. That night, for each player, they ask “What is their character?” They learn that Pam is the Double Agent, Patrick is the Jurist, Jack is the Domestic Wiretap, and Adam is the Agitprop. The Seclorum kills Patrick.

Dan the Seclorum whispers Adam and Emily. They ask “What information will Adam get tonight?” They learn that Adam will learn that the Black Ops was mad about being the Populist today. Then they ask “Has Emily heard any Populist claims?” They learn that James claimed Populist to her. Dan kills James.

The Seclorum asks “What is Ben’s character, what is his info, and is there a plausible way to make Ben doubt his character?” The Storyteller asks the Seclorum to limit themselves to one specific question. The Seclorum asks “What is the best way to make Ben doubt his character?”, and the Storyteller answers that Ben is brainwashed as a Minion, so Evil might be able to convince him that he really is a Minion.

- Seclorum only gets to ask about players they whisper, but they may kill any player.
- Questions may be open-ended or direct – subjective questions will get subjective answers. If the Storyteller does not know the answer, they may reply that they don’t know.
- Storytellers may refuse run-on questions at their discretion.

How to run:

Each night after the first, wake Seclorum and confirm with them who they whispered today. For each player they whispered, have the Seclorum silently communicate one specific question about them (with a phone, if playing in person), and answer to the best of your ability. Then, indicate for Seclorum to choose any player, whether they whispered Seclorum or not. Mark that player with the “Die” reminder token.

Kabal



Each night*, send 10 words to anyone, then choose a player: they die. If an Outsider was most responsible for Good losing, they switch teams & win, unless they dropped The Bomb. [+1 Outsider]

Kabal secretly spreads information, and rewards an Outsider for helping Evil win.

“You would still work for them and uphold their ideals, knowing how they defame you? Do you think you can purchase acceptance through conformity? Think it over. We accept you as this country never will, and you will be most generously compensated for your services.”

Examples:

The night before the final day, the Kabal sends the Activist “if you don’t nominate tomorrow, we win the game together”. The final day, the Activist, the Kabal, and the Brainwasher are alive. The Activist does not nominate. Evil wins, and the Activist switches teams and wins.

The Jurist and the Symbolologist are each convinced the other is Evil, and spend the entire game trying to get each other executed. On the final day, the M.A.D. Man claims to be the Populist, clearing the Kabal. Evil wins, but the Storyteller decides that the Jurist and the Symbolologist did more to help Good lose than the M.A.D. Man, so the M.A.D. Man loses.

The Templar convinces the Libertine to drop The Bomb. Evil wins, and the Libertine loses and cannot switch teams.

- To win with you, an Outsider must be the single most responsible player for Good losing in the judgment of the Storyteller. If they were the most responsible Outsider, but a Townsfolk was more responsible for Good losing, they do not win.
- If the Chairman turns you into a Good Outsider, you can switch teams again and win with Evil, so long as no other player was more responsible than you for Good losing.
- If an Outsider drops The Bomb, they cannot win with you, even if they directly caused you to win. This includes the M.A.D. Man losing the game to their own ability.
- The Kabal must send exactly 10 words per night, to exactly one player. They may choose themselves, a teammate, or a Good player. Messaged players learn that the Kabal has sent them a message, but do not learn who the Kabal is.

How to run:

Each night after the first, indicate for the Kabal choose a 10-word message and a player to send it to. Then, indicate for the Kabal to choose any player, and mark that player with the “Die” reminder token. Put the Kabal to sleep, wake the messaged player, and inform them of the message. At the end of the game, if Evil wins, judge the single most responsible player for Evil winning. If that player is a Good Outsider, announce that that player switches teams and wins, unless they dropped The Bomb.

Fabled

The Bomb



If two players agree to drop the bomb, and at least one is Good, Evil wins. If Evil outnumbers Good, whoever wins, loses, and whoever loses, wins.

The Bomb is the last resort against Communist world domination.

“ ... ”

- When The Bomb is dropped, if either player was Good, the game ends and Evil wins. The players who dropped The Bomb cannot switch teams if a Kabal is in play. The only reason to ever drop The Bomb is if you believe Evil is in the majority – such as a Comintern game.
- You should confirm with both players before The Bomb drops, that they intend to drop The Bomb with each other. If Alex and Beth ask to drop The Bomb, make an announcement to everyone with whatever flavor you prefer: “Alex and Beth are about to drop The Bomb together. Alex, do you turn the key?” If Alex says yes: “Beth, do you turn the key?” If Beth says yes, announce that the game is over, and which team has won.
- Anyone can do this at any time. This presents the opportunity for a pair of spiteful players to throw a game they are frustrated with, or just to meme – it is ultimately the responsibility of the Storyteller to maintain an environment where this does not happen. The Storyteller should not allow players to drop The Bomb for frustration or for fun – if they do not sincerely believe that they are Good in a Comintern game, it is the responsibility of the Storyteller to ensure that the players take the game seriously enough to not rerack.
- If an Evil player convinces a Good player to drop The Bomb when Comintern is not in play, congratulations! In theory, a Good player who didn’t drop The Bomb could win with the Kabal, but unless they were a total MVP for Evil, they are probably not more responsible for losing than the player who agreed to drop The Bomb.
- If the M.A.D. Man is forced to drop The Bomb with the Demon, then Evil wins. The Bomb drops just before the Demon dies.
- If Evil is somehow still in the majority despite it not being a Comintern game, The Bomb can still save the game. This rarely happens, but sometimes Defectors and Kabals go crazy.

How to run:

At the start of every game of New World Chaos, remind players that The Bomb is in play. At any time during the time, two players can publicly declare that they are dropping The Bomb together, and end the game.

If at least one is Good, Evil wins. If both are Evil, nothing happens.

Then, if there are more Evil players than Good players, whoever wins, loses, and whoever loses, wins, so the Evil team loses, and the Good team wins.

Travelers

President



Each day, you may publicly make a promise. If a player catches you breaking a promise, you can't vote today. If none catch you, you switch teams. [No starting info]

The President is duty bound to uphold their promises... or at least not get caught breaking them.

"Well, when the president does it ... that means that it is not illegal."

Examples:

The President publicly says "As President, I promise to nominate whoever Adam asks me to". Adam asks the President to nominate Beth, but the President trusts Beth and refuses. Adam says to the Storyteller "The President broke their promise!", the Storyteller agrees, and the President loses their vote today.

The Good President publicly says "As President, I promise that if you tell me your character, I won't tell anyone". Cam the Jurist tells the President who they are, and the President tells the Brainwasher "Psst, I think you're Evil, so I'll tell you that Cam is the Jurist". The Brainwasher chooses not to rat out the President. At the first opportunity to do so, the Storyteller tells the President they are now Evil.

The Evil President does not learn who the Demon is. They think Good is winning, so they promise to stay where they are sitting all day, and get up when they think nobody is looking. An outed Evil player catches them and they lose their vote, but the next day the same scheme works, and they turn Good.

The President promises not to lie. The Storyteller points out that players have no way of verifying this and catching the President, so it would have no effect. The President thinks, then promises not to lie about anything a player has told them. They could get caught on that, so the Storyteller allows this promise.

- The President's promise can be anything, so long as a player could catch them breaking it. Their ability only triggers if they break their promise in a way that could have been caught.
- Players who notice the President breaking their promise do not have to say anything. The President is only "caught" when a player tells the Storyteller they have caught the President.
- The Storyteller confirms when the President has been caught. A President who has not been caught can argue that they should be trusted, because they were definitely honest, right?
- The President receives no starting information. The Evil President will not be told the Demon.

How to run:

Each day, the President may publicly promise to do something the players can verify. If the President breaks that promise today and a player sees it happen and tells you, announce that the President cannot vote today. If the President breaks the promise and no player tells you, they switch teams immediately. Inform them of their new alignment at the first opportunity. The President may have to privately tell you about how they broke their promise – of course, they may lie to their fellow players, but not to you.

Celebrity



Each night*, until dusk, a player who was “mad” about everything you said today acts twice.

The Celebrity rewards their loyal fans who agree with everything they say.

“A sex symbol becomes a thing. I just hate to be a thing. But if I’m going to be a symbol of something, I’d rather have it be sex than some other things they’ve got symbols of.”

Examples:

Mabel the Celebrity tells Adam the Eavesdropper that she is pretty sure Adam and Pat are the only Outsiders. Adam says he suspects he is the Libertine, and warns everyone he whispered yesterday. Later, Adam hears that Pam is claiming M.A.D. Man, and says he’s heard evidence to suggest Pam is lying. That night, Adam learns that he was Mabel’s biggest fan, so tomorrow he may visit the Storyteller twice.

The Celebrity claims that the Evil team is Bob, Tony, and Nicky. Emily publicly says she agrees, but does not provide any evidence to back this up, and does not support the execution of any of those players. The Storyteller decides that nobody acts twice tonight, since nobody met the madness condition today.

- The Celebrity is a passive ability. The Storyteller decides who is mad, and chooses one mad player to receive the ability each night.
- To be mad, players must actively convince the town that they genuinely agree with what the Celebrity is saying, and cannot offer any information or arguments that contradict the Celebrity. If a player makes it obvious publicly or privately that they are lying to gain the favor of the Celebrity, they are not mad.
- Players learn when they are chosen for the Celebrity ability, and whenever they would act, from that night until dusk, they act twice. The Populist learns two characters, the Diplomat may broker two deals, the Eavesdropper may receive two batches of information, the M.A.D. Man places two footballs, and the Demon may kill twice.

How to run:

During the day, if a player is agreeing with the Celebrity, and actively convincing the town that they are correct, mark them with the Mad reminder token. Each night, choose a player marked with the Mad token, and mark them with the Acts Twice token. Wake them, inform them that they have been chosen for the Celebrity ability, and let them use their ability twice tonight or tomorrow.

You may choose players of either alignment for the Celebrity’s ability, but the Celebrity’s ability should usually help the Celebrity’s team more.

Interpol



Each day, you may interrogate the players involved about any one whisper. If any are executed today, you learn whether any of them lied to you.

Interpol questions shady characters in suspicious conversations, and makes the case for their execution.

“RED NOTICE ISSUED FOR BESS JAY BOW STOP LAST SEEN RAVENSWOOD BLUFF STOP DANGEROUS PATHOLOGICAL LIAR STOP INTERNATIONAL AND LOCAL IMMEDIATELY END”

Examples:

When whispers close, the Interpol publicly turns to Pam and Emily and asks them each what they talked about over in that corner today. Pam says they shared claims with each other, and Emily says they mostly talked about who they were suspicious of. The Interpol asks Pam what claims they shared and she refuses to answer. Pam is executed that day, and the Interpol learns a No: nothing Pam or Emily said was a lie.

The Interpol privately calls over Zoe and asks her what she was talking about with Mike today, then privately calls over Mike and asks him what he was talking about with Zoe today. The Interpol takes notes on both answers and shows them to the Storyteller. Mike is executed that day, and the Interpol learns a Yes – Mike gave an honest account to the Interpol, but Zoe lied.

The Interpol asks Jack and Sam what they discussed yesterday. The Storyteller clarifies that this is not a valid topic for interrogation.

The Interpol asks Bill the Chairman if he is Good. Bill says yes. The Storyteller warns the Interpol this line of questioning has nothing to do with Bill’s whisper. Bill is executed and the Interpol learns a No.

- The Interpol may conduct their interrogation publicly or privately, all the players together or separately. They should make clear that this is an Interpol interrogation.
- The Interpol should conduct their interrogation before nominations get underway. If nominations are run asynchronously, they may interrogate in any manner the Storyteller considers timely.
- The Interpol may only interrogate the players about the whisper. They may ask other questions for context, but they only learn whether they were lied to about the whisper.
- Players have the right to remain silent or refuse interrogation entirely. A refusal is not a lie.
- The Interpol is responsible for accurate note-taking: players are free to dispute their accuracy.

How to run:

Each day, the Interpol may publicly or privately question players about one specific private conversation. Note whether the questioned players are lying to the Interpol, to the best of your ability. If any questioned player is executed, wake the Interpol and inform them whether any questioned player lied to them about the whisper. If you were not present for the interrogation, ask the Interpol for notes and respond accordingly. If you have no idea whether a player is being honest, you may privately ask them, or assume honesty, at your discretion. The Interpol should be aware you can only answer to the best of your ability.

United Nations



Each day, if all living players vote to ratify you, you run nominations, and you may change the nomination and voting rules, except on yourself.

If the United Nations convinces everyone to support them, they take charge of voting, and set the rules.

“This issue upon which we are about to vote is as important as any we shall ever vote in our lifetime. If we fail to use this Charter, we shall betray all those who have died so that we might meet here in freedom and safety to create it. If we seek to use it selfishly - for the advantage of any one nation or any small group of nations — we shall be equally guilty of that betrayal.”

Examples:

The United Nations calls for ratification every day. On the third day, the town unanimously votes to ratify the United Nations. The Storyteller allows them to take charge of nominations, and they decide that dead players may vote without spending their dead vote. The next day, they are ratified again, and decide that Traveler votes count for 3 votes, and nobody may nominate unless they whispered the United Nations that day. James calls to exile the United Nations, and the United Nations is not allowed to interfere. The United Nations is exiled, and the Storyteller returns to running nominations, with the original rules.

The Evil United Nations is ratified. Nicky the Draconis is nominated, and the United Nations declares halfway through the vote that the nomination is cancelled. The Storyteller rules that the nomination proceeds, since the rules cannot be changed retroactively. The United Nations declares that their own vote counts for 100 from now on. The town exiles the United Nations, Nicky is executed, and Good wins.

- The United Nations may decide who is allowed to vote, how many votes each vote counts for, who may nominate or be nominated, how many times players may vote and nominate, how accusations and defenses are managed, and how long nominations last. Rules must be announced clearly and publicly, and do not apply retroactively.
- Regardless of previous ratifications, the United Nations must be approved anew each day.
- If anyone calls to exile the United Nations, the Storyteller runs the vote, regardless of whatever rules the United Nations has implemented, and the vote runs under normal rules.
- The United Nations may not change the rules of execution or any abilities. They may only change the rules of running votes and nominations. Once a player is executed, they die, and the day ends.

How to run:

Each day, the United Nations may publicly ask for a vote to ratify them. If every living player voted to ratify, mark the United Nations with the “Ratified” reminder token, and allow the United Nations to take over calling for nominations and votes that day. So long as they clearly state their rules and abide by them, they may run nominations and votes however they want today.

If any player calls to exile the United Nations, immediately step in, and run the vote at the first opportunity, ignoring any special rules the United Nations has created.

Spymaster



Each night*, players may secretly message you. Then, you may choose one who did: they change characters.

The Spymaster operates from the shadows, granting new identities to their clandestine associates.

“You have the face of a man who has never shown the same one twice. Yes, I believe we can work together. But be warned – once your true face has been seen, it is far too dangerous to ever wear again.”

Examples:

The Wiretap messages the Spymaster “I’m the spent Wiretap, change me!” The Spymaster chooses the Wiretap, who becomes the Good Agitprop and is informed of their new character.

The Storyteller wakes the Spymaster and asks players to take out their phones or notepads if they have a message for the Spymaster. Ten phones come out. The Spymaster walks around reading everything.

The Drunk Double Agent messages the Spymaster asking to be changed. The Spymaster chooses them, and they become the Freelancer. The Drunk token remains on them: they are the Drunk Freelancer.

- The Spymaster changes their target into any character the Storyteller chooses, of any character type. Some changes will benefit Good and some will benefit Evil, but overall the changes will benefit the Spymaster’s team a little more.
- Players immediately learn when their character changes, and are informed of their new character. This is not affected by the Brainwasher, although if they become the Libertine or the Sleeper, the Storyteller will deceive them about which character they have become.
- The messages may be sent however the Storyteller prefers. The Storyteller can hand deliver the messages, or allow players to quietly text message the Spymaster. Regardless, the messaging should happen secretly, the Storyteller should see the messages, and the Spymaster cannot reply.

How to run:

Each night, players may privately message the Spymaster if they so choose. Phones are recommended if playing in-person. You might wake everyone and ask them to take out their phones, ask them to prepare a note to display, or ask them to write something down and give it to you. The Spymaster may read their messages, walking around the room if need be, but cannot reply.

Then, ask the Spymaster to point to a player who sent them a message today, and put the Spymaster to sleep. Wake that player up, and show them their new character token. You should help whichever team is losing, but you should help the Spymaster’s team a little more. Players will usually stay the same character type, but you might change a Townsfolk into an Outsider or Minion to help Evil, or change a Minion into a Good character to support their bluff. You should always change the Demon into another Demon, as doing otherwise would end the game, and you should almost never make a second living Demon, unless you are prepared for a severely unbalanced game.