

Chaos in the Streets

by Zets

TOWNSFOLK



Noble

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



Chef

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



Pixie

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



General

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



Balloonist

Each night, you learn a player of a different character type than last night. [+o or +1 Outsider]



King

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



Oracle

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

OUTSIDERS



Sweetheart

When you die, 1 player is drunk from now on.



Snitch

Each Minion gets 3 bluffs.



Politician

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



Marionette

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



Riot

On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.



An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.



If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

MINIONS

DEMONS

JINKS



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Magician

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



Choirboy

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



Cannibal

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Puzzlemaster

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.