

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



### King

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



### Oracle

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



### 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 not-in-play Minion ability.



### 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.

## OUTSIDERS



### Sweetheart

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



### Snitch

Minions start knowing 3 not-in-play characters.



### Politician

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



### 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.

## MINIONS



### Marionette

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



### Riot

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

## DEMONS



The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.



If the Marionette thinks that they are the Balloonist, +1 Outsider was added.



If the Snitch is in play, each Riot player gets an extra 3 bluffs.



If a Riot player nominates and kills the King and the Choirboy is alive, the Choirboy uses their ability tonight.



Players that die by nomination register as being executed to the Cannibal.