


















# Chaos in the Tower1





## TOWNSFOLK

	Chef	You start knowing how many pairs of evil players there are.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.





## OUTSIDERS

	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Sweetheart	When you die, 1 player is drunk from now on.

## MINIONS

	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Pit-Hag	Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

## DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Poppy Grower



Minion info



Lunatic



Demon info



Marionette



Poisoner



Witch



Pukka



Washerwoman



Chef



Empath



Fortune Teller



Clockmaker



Dreamer



Bounty Hunter



Dawn

# First Night

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When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.



Dawn

# Other Nights

## Chaos in the Tower1

Dawn



Bounty Hunter



Dreamer



Fortune Teller



Empath



Ravenkeeper



Sweetheart



No Dash!!



Fang Gu



Pukka



Imp



Lunatic



Pit-Hag



Witch



Monk



Poisoner



Poppy Grower



Dusk

