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. Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you. Fortune Teller Each night*, choose a player (not yourself): they are safe from the Demon tonight. Monk 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** You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon] Marionette 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.

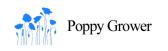
Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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.

DEMONS

















Pukka



Chef







Clockmaker





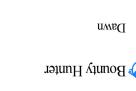




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When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.





Dawn

































