

TROUBLE BREWING

Townsfolk (13)

Chef	You start knowing how many pairs of <i>evil</i> players there are.
Empath	Each night, you learn how many of your 2 alive neighbours are <i>evil</i> .
Fortune Teller	Each night, choose 2 players. Learn if either is a <i>Demon</i> . There is 1 <i>good</i> player that registers as a <i>Demon</i> to you.
Investigator	You start knowing that 1 of 2 players is a particular <i>Minion</i> .
Librarian	You start knowing that 1 of 2 players is a particular <i>Outsider</i> .
Mayor	If only 3 players live AND no execution occurs, your team wins. If you die at night, another player might die instead.
Monk	Each night*, choose a player (not yourself): They are safe from the <i>Demon</i> tonight.
Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
Slayer	Once per game, during the day, publicly choose a player: if they are the <i>Demon</i> , they die.
Soldier	You are safe from the <i>Demon</i> .
Undertaker	Each night*, you learn which character died by execution that day.
Virgin	The first time you are nominated, if the nominator is a <i>Townsfolk</i> , they are executed immediately.
Washerwoman	You start knowing that 1 of 2 players are a particular <i>Townsfolk</i> .

* = each night **except** the first.

Outsiders (4)

Butler	Each night, choose a player (not yourself): Tomorrow, you must only vote if they are voting too.
Drunk	You do not know you are the Drunk. You think you are a <i>Townsfolk</i> character, but you are not.
Recluse	You might register as <i>evil</i> AND as a <i>Minion</i> or <i>Demon</i> , even if dead.
Saint	If you die by execution, your team loses.

Minions (4)

Baron	There are extra <i>Outsiders</i> in player. [+2 <i>Outsiders</i>]
Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
Scarlet Woman	If there are 5 or more players alive AND the <i>Demon</i> dies, you become the <i>Demon</i> .
Spy	Each night, you see the Grimoire. You might register as <i>good</i> AND as a <i>Townsfolk</i> or <i>Outsider</i> , even if dead.

Demons (1)

Imp	Each night*, choose a player: They die. If you kill yourself this way, a <i>Minion</i> becomes the <i>Imp</i> .
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* = each night **except** the first.

Turn Order

First Night	Other Nights
1. <i>Minion</i> Info	1. <i>Poisoner</i>
2. <i>Demon</i> Info	2. <i>Monk</i>
3. <i>Poisoner</i>	3. <i>Scarlet Woman</i>
4. <i>Washerwoman</i>	4. <i>Imp</i>
5. <i>Librarian</i>	5. <i>Ravenkeeper</i>
6. <i>Chef</i>	6. <i>Empath</i>
7. <i>Empath</i>	7. <i>Fortune Teller</i>
8. <i>Fortune Teller</i>	8. <i>Butler</i>
9. <i>Butler</i>	9. <i>Undertaker</i>
10. <i>Spy</i>	10. <i>Spy</i>

Number of Characters

Players	5	6	7	8	9	10	11	12	13	14	15+
<i>Townsfolk</i>	3	3	5	5	5	7	7	7	9	9	9
<i>Outsiders</i>	0	1	0	1	2	0	1	2	0	1	2
<i>Minions</i>	1	1	1	1	1	2	2	2	3	3	3
<i>Demons</i>	1	1	1	1	1	1	1	1	1	1	1

Win Conditions

The *Good Team* wins if the *Demon* is killed.

The *Evil Team* wins if the *Demon* and one other player are the only players left alive.

Nominations & Executions

When nominations open, any alive player can choose to nominate another player for execution. The accuser will present their case before the defence gives their own. A short discussion period may be given before votes are given.

A player can only nominate once per day, and can only be nominated themselves once per day.

- **Dead players** cannot nominate others, but have **one vote** ('ghost vote') that can be used on any one nomination. After this vote is used, **it cannot be used again for the rest of the game.**
- **If the number of votes is equal to or more than half the number of alive players rounded up,** they are slated to be executed, **but nominations continue** until the end of the day, where the player with the **most votes** will **die by execution.**
- **If another player is nominated after another character has been voted to be executed,** the number of votes must beat the previous count. **If both votes tie, neither player dies.**