*Clouds roll in over Ravenswood Bluff, engulfing this sleepy town and its superstitious inhabitants in foreboding shadow. Freshly washed clothes dance eerily on lines strung between cottages. Chimneys cough plumes of smoke into the air. Exotic scents waft through cracks in windows and under doors, as hidden cauldrons lay bubbling. An unusually warm autumn breeze wraps around vine-covered walls and whispers ominously to those brave enough to walk the cobbled streets.*

*Anxious mothers call their children home from play as thunder begins to clap on the horizon. If you listen more closely, however, noises stranger still can be heard echoing from the neighboring forest. Under the watchful eye of a looming monastery, silhouetted figures skip from doorway to doorway.*

*Those who can read the signs know there is…*

Trouble Brewing

*Trouble Brewing* has a little bit of everything. Some characters passively receive information, some need to take action to learn who is who, while some simply want to bait the Demon into attacking them. Both good and evil can gain the upper hand by making well-timed sacrifices. *Trouble Brewing* is a relatively straightforward Demon-hunt, but evil has a number of dastardly misinformation tricks up their sleeves, so the good players best question what they think they know if they hope to survive.

**Beginner.** Recommended for players and Storytellers new to *Blood on the Clocktower* or to social deception games.

**Good players** will need to figure out who is good and who is evil by using logic and intuition. Some players may want to reveal which character they are and share their information immediately (such as the Chef or Investigator), while others may want to lie about their identity so that the Imp avoids attacking them (such as the Undertaker or Fortune Teller). Some may lie about who they are so that the Imp *does* attack them (such as the Ravenkeeper or Soldier)!

Other good characters gain information by *doing* something and noticing the effect. Sacrificing one's life by nominating a Virgin, attempting to kill the Imp as a Slayer and noticing what happens, or deliberately killing good players so that the Undertaker can confirm which character they were—these are all ways to sacrifice life and power to gain information and achieve victory.

**Evil players** will need to pretend to be good characters and do so well, giving false information to confuse the good team if necessary. With only true information, the good team will usually find out who is evil with enough time to spare. But with even a little believable falsehood in the air, evil has a chance. The Poisoner and Spy, if they pay attention, can cause huge confusion in the good team's ranks by using their abilities sneakily. Evil will also need to decide when to make sacrifices. Will the Scarlet Woman kill the Imp to save their team? Will the Imp kill themself to turn a more trustworthy player into the Demon? Will the evil team vote to execute a suspicious Minion in order to look like honorable members of the town?

For many, many more strategy hints and tips, visit BloodOnTheClocktower.com/wiki



*"Bloodstains on a dinner jacket? No. This is cooking sherry. How careless."*

**The Washerwoman** learns that a specific Townsfolk is in play, but not who is playing it.

- During the first night, the Washerwoman is woken, shown two players, and learns the character of one of them.
- They learn this only once and then learn nothing more.

**Examples**

Evin is the Chef, and Amy is the Ravenkeeper. The Washerwoman learns that either Evin or Amy is the Chef.

Julian is the Imp, and Alex is the Virgin. The Washerwoman learns that either Julian or Alex is the Virgin.

Marianna is the Spy, and Sarah is the Scarlet Woman. The Washerwoman learns that one of them is the Ravenkeeper. *(This happens because the Spy is registering as a Townsfolk—in this case, the Ravenkeeper.)*

**How to Run**

While preparing the first night, put the Washerwoman's "Townsfolk" reminder by any Townsfolk character token, and put the Washerwoman's "Wrong" reminder by any other character token.

During the first night, wake the Washerwoman and point to the players marked "Townsfolk" and "Wrong." Show the character token marked "Townsfolk" to the Washerwoman. Then, put the Washerwoman to sleep. Remove the Washerwoman's reminders when convenient.

*"Certainly, madam, under normal circumstances, you may borrow the Codex Malificarium from the library vaults. However, you do not seem to be a member."*

**The Librarian** learns that a specific Outsider is in play, but not who is playing it.

- During the first night, the Librarian learns that one of two players is a specific Outsider.
- They learn this only once and then learn nothing more.
- The Drunk is an Outsider. If the Librarian learns that 1 of 2 players is the Drunk, they do not learn the Townsfolk that the player thinks that they are.

### Examples

Benjamin is the Saint, and Filip is the Baron. The Librarian learns that either Benjamin or Filip is the Saint.

The Storyteller decides that the Recluse registers as a Minion, not an Outsider. There are no other Outsiders in play. The Librarian learns a "0."

Abdallah is the Drunk, who thinks they are the Monk, and Douglas is the Undertaker. The Librarian learns that either Abdallah or Douglas is the Drunk. *(The Drunk is Abdallah's actual character, even though he thinks he is the Monk.)*

### How to Run

While preparing the first night, put the Librarian's "Outsider" reminder by any Outsider character token, and put the Librarian's "Wrong" reminder by any other character token.

During the first night, wake the Librarian and point to the players marked "Outsider" and "Wrong." Show the character token marked "Outsider" to the Librarian. Then, put the Librarian to sleep. Remove the Librarian's reminders when convenient.

*"It is a fine night for a stroll, wouldn't you say, Mister Morozov? Or should I say… BARON Morozov?"*

**The Investigator** learns that a specific Minion is in play, but not who is playing it.

- During the first night, the Investigator is woken and shown two players, but only learns the character of one of them.
- They learn this only once and then learn nothing more.

### Examples

Amy is the Baron, and Julian is the Mayor. The Investigator learns that either Amy or Julian is the Baron.

Angelus is the Spy, and Lewis is the Poisoner. The Investigator learns that either Angelus or Lewis is the Spy.

Brianna is the Recluse, and Marianna is the Imp. The Investigator learns that either Brianna or Marianna is the Poisoner. *(This happens because the Recluse is registering as a Minion—in this case, the Poisoner.)*

### How to Run

While preparing the first night, put the Investigator's "Minion" reminder by any Minion character token, and put the Investigator's "Wrong" reminder by any other character token.

During the first night, wake the Investigator and point to the players marked "Minion" and "Wrong." Show the character token marked "Minion" to the Investigator. Then, put the Investigator to sleep. Remove the Investigator's reminders when convenient.

*"This evening's reservations seem odd. Never before has Mrs. Mayweather kept company with that scamp from Hudson Lane. Yet, tonight, they have a table for two. Strange."*

*"My skin prickles. Something is not right here. I can feel it."*

**The Chef** learns if evil players are sitting next to each other.

- On the first night, the Chef learns exactly how many pairs there are in total. A pair is two players, but one player may be a part of two pairs. So, two players sitting next to each other count as one pair, three players sitting next to each other count as two pairs. Four players sitting next to each other count as three pairs. And so on.
- The Chef detects evil Travelers just like other character types, but only if those Travelers joined the game before the Chef acts.

**Examples**

No evil players are sitting next to each other. The Chef learns a "0."

The Imp is sitting next to the Baron. Across the circle, the Poisoner is sitting next to the Scarlet Woman. The Chef learns a "2."

An evil Scapegoat is sitting between the Imp and a Minion. Across the circle, two other Minions are sitting next to each other. The Chef learns a "3."

**How to Run**

During the first night, wake the Chef. Show the Chef fingers (0, 1, 2, 3, etc.) equaling the number of pairs of neighboring evil players. Then, put the Chef to sleep.

**The Empath** keeps learning whether their neighbors are evil.

- The Empath only learns how many of their neighbors are evil, not *which* one is evil.
- The Empath does not detect dead players. So, if the Empath is sitting next to a dead player, the information refers not to the dead player, but to the closest alive player in that direction.
- The Empath acts after the Demon, so if the Demon kills one of the Empath's alive neighbors, the Empath does not learn about the now-dead player. The Empath's information is accurate at dawn, not at dusk.

**Examples**

The Empath neighbors two good players—a Soldier and a Monk. The Empath learns a "0."

The next day, the Soldier is executed. That night, the Monk is killed by the Imp. The Empath now detects the players sitting next to the Soldier and the Monk, which are a Librarian and an evil Gunslinger. The Empath now learns a "1."

There are only three players left alive: the Empath, the Imp, and the Baron. No matter who is seated where, the Empath learns a "2."

**How to Run**

Each night, wake the Empath. Show them fingers (0, 1, or 2) equaling the number of evil players neighboring the Empath. Then, put the Empath to sleep.

*"I sense great evil in your soul! But…that could just be your perfume. I am allergic to elderberry."*

*"Hmmm….what have we here? The left boot is worn down to the heel, with flint shavings under the tongue. This is the garb of a military man."*

**The Fortune Teller** can detect who the Demon is, but sometimes thinks good players are Demons.

- Each night, the Fortune Teller chooses two players and learns if at least one of them is a Demon. They do not learn which of them is a Demon, just that one of them is. If neither is the Demon, they learn this instead.
- Unfortunately, one player, called the Red Herring, will register as a Demon to the Fortune Teller if chosen. The Red Herring is the same player throughout the entire game. This player may be any good player, even the Fortune Teller, and the Fortune Teller does not know which player it is.
- The Fortune Teller may choose any two players—alive or dead, or even themselves. If they choose a dead Demon, then the Fortune Teller still receives a nod.

**Examples**

The Fortune Teller chooses the Mayor and the Undertaker, and learns a "no."

The Fortune Teller chooses the Imp and the Empath, and learns a "yes."

The Fortune Teller chooses an alive Imp and a dead Imp, and learns a "yes."

The Fortune Teller chooses themself and a Saint, who is the Red Herring. The Fortune Teller learns a "yes."

**How to Run**

While setting up the game, put the Fortune Teller's "Red Herring" reminder by any good character token, marking that player as the **Red Herring**.

Each night, wake the Fortune Teller. The Fortune Teller points at any two players. If either chosen player is a Demon or the Red Herring, nod your head yes. Otherwise, shake your head no. Then, put the Fortune Teller to sleep.

> *In smaller games, making the Fortune Teller their own Red Herring is often advised, as the Fortune Teller gets more information that way.*

**The Undertaker** learns which character was executed today.

- The player must have died from execution for the Undertaker to learn who they are. Deaths during the day for other reasons, such as the Gunslinger choosing a player to kill, or the exile of a Traveler, do not count. Execution without death—rare as it is—does not count.
- The Undertaker wakes each night except the first, as there have been no executions yet.
- If nobody died by execution today, the Undertaker learns nothing. The Storyteller either does not wake the Undertaker at night, or wakes them but does not show a token.
- If the Drunk is executed, the Undertaker is shown the the Drunk character token, not the Townsfolk that the player thought they were.

**Examples**

The Mayor is executed today. That night, the Undertaker is shown the Mayor token.

The Drunk, who thinks they are the Virgin, is executed today. The Undertaker is shown the Drunk token, because the Undertaker learns the actual character of the player, not the character the player thinks they are.

The Spy is executed. Two Travelers are exiled. That night, the Undertaker is shown the Butler token, because the Spy is registering as the Butler, and because the exiles are not executions.

Nobody was executed today. That night, the Undertaker does not wake.

**How to Run**

If a player dies by execution, put the Undertaker's "Died Today" reminder by the dead player's character token.

Each night except the first, if any player died by execution today, wake the Undertaker. Show the character token marked "Dead" to the Undertaker. Then, put the Undertaker to sleep. Remove the Undertaker's reminder when convenient.
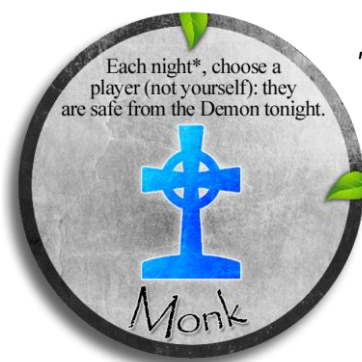
*"'Tis an ill and deathly wind that blows tonight. Come, my brother, take shelter in the abbey while the storm rages. By my word, or by my life, you will be safe."*

*"My birds will avenge me! Fly! Fly, my sweet and dutiful pets! Take your message to those in dark corners! To the manor and to the river! Let them read of the nature of my death."*

**The Monk** protects other people from the Demon.

- Each night except the first, the Monk may choose to protect any player except themself.
- If the Demon attacks a player who has been protected by the Monk, then that player does not die. The Demon does not get to attack another player—there is simply no death tonight.
- The Monk does not protect against other harmful effects such as poisoning, drunkenness, or Outsider penalties. The Monk does not protect against the Demon nominating and executing someone.

**Examples**

The Monk protects the Fortune Teller. The Imp attacks the Fortune Teller. No deaths occur tonight.

The Monk protects the Mayor, and the Imp attacks the Mayor. The Mayor's "another player dies" ability does not trigger, because the Mayor is safe from the Imp. Nobody dies tonight.

The Monk protects the Imp. The Imp chooses to kill themself tonight, but nothing happens. The Imp stays alive and a new Imp is not created.

**How to Run**

Each night except the first, wake the Monk. The Monk points at any player except themself. *(If the Monk points at themself, shake your head no and prompt them to point at another player.)* Put the Monk to sleep. Then, put the Monk's "Safe" reminder by chosen player's character token.

If the Demon attacks the player marked "Safe," the player remains alive. *(Do not add the Demon's "Dead" reminder or shroud as you normally would.)* At dawn, declare that no one died at night.

**The Ravenkeeper** learns any player's character, but only if they die at night.

- The Ravenkeeper is woken on the night that they die, and chooses a player immediately.
- The Ravenkeeper may choose a dead player if they wish.

**Examples**

The Ravenkeeper is killed by the Imp, and then wakes to choose a player. After some deliberation, they choose Benjamin. Benjamin is the Empath, and the Ravenkeeper learns this.

The Imp attacks the Mayor. The Mayor doesn't die, but the Ravenkeeper dies instead, due to the Mayor's ability. The Ravenkeeper is woken and chooses Douglas, who is a dead Recluse. The Ravenkeeper learns that Douglas is the Scarlet Woman, since the Recluse registered as a Minion.

**How to Run**

If the Ravenkeeper died tonight, wake them. They point at any player. Show the chosen player's character token to the Ravenkeeper. Then, put the Ravenkeeper to sleep.

*We advise you to discourage or even ban players, and specifically the Ravenkeeper, from talking about what they are doing at night as they are doing it.*

*"I am pure. Let those who are without sin cast themself down and suffer in my stead. My reputation shall not be stained with your venomous accusations."*

*"Die."*

**The Virgin** is safe from execution…perhaps. In the process, they confirm if their nominator is a Townsfolk.

- If a Townsfolk nominates the Virgin, then that Townsfolk is executed immediately. Because there can only be one execution per day, the nomination process immediately ends, even if a player was about to die.
- Only Townsfolk are executed due to the Virgin's ability. If an Outsider, Minion, or Demon nominates the Virgin, nothing happens, and voting continues.
- The Virgin's ability is powerful because if a Townsfolk nominates them and dies, then both characters are almost certainly Townsfolk.
- After being nominated for the first time, the Virgin loses their ability, even if the nominator did not die, and even if the Virgin was poisoned or drunk.

**Examples**

The Washerwoman nominates the Virgin. The Washerwoman dies, and voting ends.

The Drunk, who thinks they are the Chef, nominates the Virgin. The Drunk remains alive, and the Virgin loses their ability. Players may now vote on whether or not to execute the Virgin. *(This happens because the Drunk is not a Townsfolk.)*

A dead player nominates the Virgin. The dead, however, cannot nominate. The Storyteller declares that the nomination does not count. The Virgin does not lose their ability.

**How to Run**

If the first player to ever nominate the Virgin is a Townsfolk, the nominating player is executed. *(Unless the execution is prevented somehow, that player **dies**.)* Put the Virgin's "No Ability" reminder token by the Virgin token. Then, end the nomination process.

If the first player to ever nominate the Virgin is not a Townsfolk, put the "No Ability" reminder token by the Virgin token. Then, continue the vote as normal.

**The Slayer** can kill the Demon by guessing who it is.

- The Slayer can choose to use their ability at any time during the day, and must declare to everyone when they're using it. If the Slayer chooses the Demon, the Demon dies immediately. Otherwise, nothing happens.
- The players do not learn the identity of the dead player. After all, it may have been the Recluse!
- When the Slayer declares that they wish to use their power, it is a good idea to give the group a minute or two to discuss who the Slayer should choose, but the Slayer makes the final decision.
- A Slayer that uses their ability while poisoned or drunk may not use it again.
- The Slayer will want to choose an alive player. Even if the Slayer chooses a dead Imp, nothing happens, because a dead player can't die again.

**Examples**

The Slayer chooses the Imp. The Imp dies, and good wins!

The Slayer chooses the Recluse. The Storyteller decides that the Recluse registers as the Imp, so the Recluse dies, but the game continues.

The Imp is bluffing as the Slayer. They declare that they use their Slayer ability on the Scarlet Woman. Nothing happens.

**How to Run**

During the day, the Slayer can declare that they wish to use their ability. If so, the Slayer points at any player. If the chosen player is an alive Demon, declare that the chosen player **dies**. If the chosen player is not an alive Demon, say "Nothing happens." Either way, put the Slayer's "No Ability" reminder by the Slayer token.

*Players may say whatever they want at any time, so a player who's pretending to be the Slayer may pretend to use the Slayer ability. If they bluff their ability, act as if they were indeed the Slayer—allow time for discussion if desired, let them make the decision, and act like you're fiddling with tokens in your Grimoire, then say "Nothing happens". This principle applies to any other player who bluffs that they're another role.*

*"As David said to Goliath, as Theseus said to the Minotaur, as Arjuna said to Bhagadatta... No."*

*"We must put our differences aside and cease this senseless killing. We are all taxpayers, after all. Well, most of us."*

**The Soldier** cannot be killed by the Demon.

- The Soldier cannot die due to the Demon's ability. So, if the Imp attacks the Soldier at night, nothing happens. Nobody dies. The Imp does not get to choose another player to attack instead.
- The Soldier can still die by execution, even if the nominator was the Demon. The Soldier is protected from the Demon's ability to kill, not the actions of the Demon player.
- The Soldier is not protected from other harmful effects such as poisoning or drunkenness.

**Examples**

The Imp attacks the Soldier. The Soldier does not die, so nobody dies that night.

The Poisoner poisons the Soldier, then the Imp attacks the Soldier. The Soldier dies, since they have no ability.

The Imp attacks the Mayor. The Storyteller chooses that the Soldier dies instead. However, because the Soldier cannot be killed by the Demon, nobody dies that night.

**How to Run**

During the night, if the Demon attacks the Soldier, the Soldier remains alive. At dawn, declare that no one died at night.

**The Mayor** can win by peaceful means on the final day.

- To survive, the Mayor sometimes "accidentally" gets someone else killed. If the Mayor is attacked, you may choose that a different player dies. Nobody learns how the player died at night, just that they died.
- If there are just three players alive at the end of the day, and no execution occurred that day, then the Mayor wins, which means that the good team wins too.
- Travelers do count as players when counting for the Mayor's victory, so they must be exiled first. Remember that exiles are not executions.
- Fabled don't count as players when counting for the Mayor's victory, as the Storyteller isn't a player.
- If a player dies due to the Mayor's ability, the Storyteller chooses a living player that can die tonight.

**Examples**

The Imp attacks the Mayor. The Storyteller chooses that the Ravenkeeper dies instead.

There are three players alive. There are no nominations for execution today. Good wins.

There are five players alive, including two Travelers. Both Travelers are exiled, and the vote is tied between the remaining players. Because a tied vote means neither player is executed, good wins.

**How to Run**

During the night, if the Mayor dies, you choose if the Mayor actually dies, or if the Mayor remains **alive** and another alive character **dies** instead. *(Mark this by putting the Demon's "Dead" reminder by the chosen player's character token and putting a shroud on it.)*

At dawn, declare that the player marked "Dead" died at night. *(Do not say how they died.)*

At dusk, if exactly three players are alive and no player was executed today, declare that the game ends and good wins.

> *We recommend you keep the Mayor alive until the final day, since it is most fun for the players that way. On rare occasions, if the group is overwhelmingly convinced early in the game that the Mayor is the Mayor, it might be best to let the Mayor die so that evil has a chance to win.*
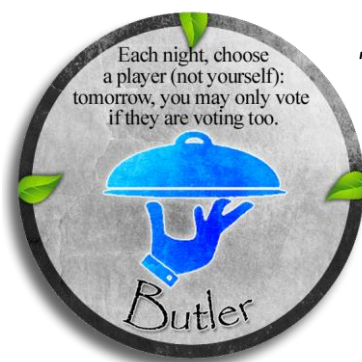
*"Yes, sir…*
*No, sir...*
*Certainly, sir."*
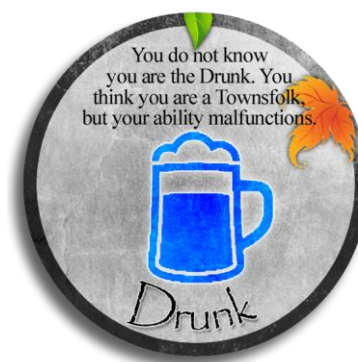


*"This is all perfectly \*burp\* logical. I know that Miss Dearheart is a fortune teller. She swears that Jenkins here is her butler. It's simple \*hiccup\* deduction."*

**The Butler** may only vote when their Master votes.

- Each night, the Butler chooses a player to be their master. The next day, the Butler may only have their hand raised to vote if their master is voting too.
- If the master's vote has not yet been tallied, but the master has their hand raised to vote, the Butler may also have their hand raised to vote. If the master has their hand down, the Butler must also have their hand down.
- If the master's vote has already been tallied, the Butler may have their hand raised to vote if they wish.
- It is not the Storyteller's responsibility to monitor the Butler. They're responsible for their own voting. If they accidentally vote when they shouldn't, the Storyteller will count the vote as normal. However, repeating this behavior is considered cheating.
- Because any player can vote for an exile, and exiles are never affected by abilities, the Butler can vote freely for an exile.
- The Butler may choose a dead player as their master, but will only be able to vote if that player has a vote token, because dead players may only raise their hand to vote if they have a vote token.
- The Butler is never forced to vote.

**Examples**

The Butler chooses Filip to be their Master. Tomorrow, if Filip raises his hand to vote on an execution, then the Butler may too. If not, then the Butler may not raise their hand.

A nomination is in progress. The Butler and their Master both have their hands raised to vote. As the Storyteller is counting votes, the Master lowers their hand at the last second. The Butler must lower their hand immediately.

The Butler is dead. Because dead players have no ability, the Butler may vote with their vote token at any time.

**How to Run**

Each night, wake the Butler. They point at any player. Put the Butler's "Master" reminder by the chosen player's character token, marking that player as the **Master.** Then, put the Butler to sleep.

During a nomination, the Butler may only have their hand raised to vote if the Master has their hand raised to vote, or if the Master's vote has been already been counted.

**The Drunk** thinks they are a Townsfolk and has no idea that they are actually the Drunk.

- During setup, the Drunk's token does not go in the bag. Instead, a Townsfolk character token goes in the bag, and the player who draws that token is secretly the Drunk for the whole game. You know. They do not.
- The Drunk has no ability. Whenever their Townsfolk ability would affect the game in some way, it doesn't. However, you pretend they are the Townsfolk they think they are. If that character would wake at night, wake the Drunk instead and act as if they are the Townsfolk. If that Townsfolk would gain information, you may give them false information instead—and you're encouraged to do so.

**Examples**

The Drunk, who thinks they are the Soldier, is attacked by the Imp. The Drunk dies.

The Drunk, who thinks they are the Empath, wakes and learns a "0," even though they are sitting next to one evil player. The next night, they learn a "1."

The Drunk, who thinks they are the Ravenkeeper, is killed at night. They choose the Saint, but learn that this player is the Poisoner.

The Fortune Teller is executed. That night, the Drunk Undertaker learns that the Drunk died today.

**How to Run**

While setting up the game, at the start of step 10, replace the Drunk token with any Townsfolk character token that was not in play. Add the Drunk's "Is the Drunk" reminder to the Grimoire, and put the Townsfolk character token in the bag.

While preparing the first night, put the Drunk's "Is the Drunk" reminder by any Townsfolk character token, changing that player's character to **The Drunk**. The Drunk **thinks** they are the marked Townsfolk character, and you'll act as if they are that character. *(Wake them to act normally. They do not have the ability of the Townsfolk character they think they are, but they think they do. If that Townsfolk character would gain information from their ability, you can give false information to them if you wish.)*
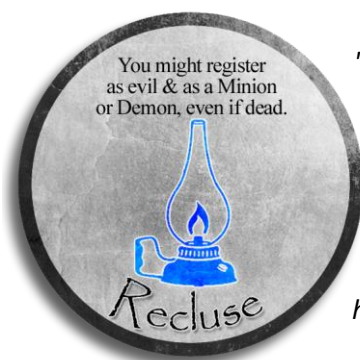
*"Garn git ya darn grub ya mitts ofma lorn yasee. Grr. Natsy pikkins yonder southwise ye begittin afta ya! Git! Me harvy no so widda licks and demmons no be fightin' hadsup ne'er ma kin. Git, assay!"*



*"Wisdom begets peace. Patience begets wisdom. Fear not, for the time shall come when fear too shall pass. Let us pray, and may the unity of our vision make saints of us all."*

**The Recluse** might appear evil but is actually good.

- Whenever the Recluse's alignment is detected, the Storyteller chooses whether the Recluse registers as good or evil.
- Whenever the Recluse is targeted by an ability that affects specific Minions or Demons, the Storyteller chooses whether the Recluse registers as that specific Minion or Demon.
- The Recluse may register as either good or evil, or as an Outsider, Minion, or Demon, at different parts of the same night. The Storyteller chooses whatever is most interesting.

**Examples**

The Slayer uses their ability on the Recluse. The Storyteller decides that the Recluse registers as the Imp, so the Recluse dies. The Slayer believes that they just killed the Imp.

The Empath, who neighbors the Recluse and the Monk, learns she is neighboring one evil player. The next night, the Empath learns they are neighboring no evil players.

The Investigator learns that either the Recluse or the Saint is the Scarlet Woman.

The Recluse is executed. The Undertaker learns that the Imp was executed.

The Recluse neighbors the Imp and an Evil Traveler. Because showing a "2" to the Chef might be too revealing, the Chef learns true information, a "0," instead.

**How to Run**

Each time the Recluse is targeted by an ability that detects or affects evil characters, choose which character and alignment the Recluse registers as. Then, do whatever is appropriate to demonstrate the Recluse's character or alignment *(such as showing an evil character token, nodding, or giving finger signals, or allowing an ability to work that would normally only affect evil, Minion, or Demon players)*.

**The Saint** ends the game if they are executed.

- If the Saint dies by execution, the game ends. Good loses and evil wins.
- If the Saint dies in any way other than execution—such as the Demon killing them—then the game continues.

**Examples**

There are seven players alive and nominations are in progress. The Saint gets four votes and is about to die. Then, the Baron is nominated but only gets three votes. No more nominations occur today. The Saint is executed, and evil wins.
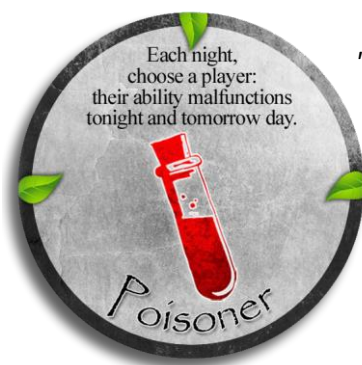
The Imp is nominated, and the players vote. The Gunslinger kills the Saint. The Saint dies, and the game continues.

The Saint is executed. However, the Scapegoat's ability is triggered, so the Scapegoat dies instead. The game continues, because the Saint did not die.

**How to Run**

If the Saint dies by execution, declare that the game ends and evil wins.

In the strange situation where the Saint is evil and dies by execution (characters change alignment in other editions), declare that the game ends and good wins.

*"Add compound alpha to compound beta…NOT TOO MUCH!"*

*"Wisdom begets peace. Patience begets wisdom. Let us fear not, for the time shall come when fear too shall pass. Pray, and may the unity of our vision make saints of us all."*

**The Poisoner** secretly disrupts character abilities.

- Each night, the Poisoner chooses someone to poison for that night and the entire next day.
- A poisoned player has no ability, but you pretend they do. They do not affect the game in any real way. However, to keep up the illusion that the poisoned player is not poisoned, wake them at the appropriate time and go through the motions as if they were not poisoned. If their ability gives them information, you may give them false information.
- If a poisoned player uses a "once per game" ability while poisoned, they cannot use their ability again.

**Examples**

During the night, the Poisoner poisons the Slayer. The next day, the Slayer tries to slay the Imp. Nothing happens. The Slayer now has no ability.

The poisoned Empath, who neighbors two evil players, learns a "0." The next night, the Empath, no longer poisoned, learns the correct information: a "2."

The Investigator is poisoned. They learn that one of two players is the Baron, even though neither is a Minion. (Or even the right players, but the wrong Minion type.)

The Undertaker is poisoned. Even though the Imp died today, they learn that the Virgin died. A few days later, a poisoned Saint dies, and the game continues.

The Poisoner poisons the Mayor, then becomes the Imp. The Mayor is no longer poisoned because there is no Poisoner in play.

**How to Run**

Each night, wake the Poisoner. They point at any player. Put the "Poisoned" reminder by that character token, marking that player as **poisoned**. *(A poisoned character wakes and acts normally. They have no ability, but they think they do. If their ability would give them information, you can give false information to them if you wish. See "poisoning" in the rulebook.)* Then, put the Poisoner to sleep.

Each dusk, remove the "Poisoned" reminder.
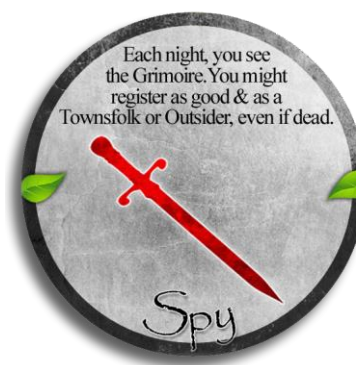
**The Spy** knows who everyone is and might appear good, but is actually evil.

- If any character has an ability that would detect or affect a good player, then the Spy might register as good to that character. If any character has an ability that detects Townsfolk or Outsiders, then the Spy might register as a specific Townsfolk or Outsider to that player. As always, it is your choice as to what the Spy registers as, even as many characters or both alignments during the same night.
- Remember to keep your Grimoire tidy, and show it to the Spy in the correct orientation, so the Spy can easily see who is who.

**Examples**

The Washerwoman learns that either Abdallah or Douglas is the Ravenkeeper. Abdallah is the Monk, and Douglas is the Spy registering as the Ravenkeeper.

The Spy neighbors the Imp and the Empath. The Chef learns a "1" because the Spy is registering as evil. Later that night, the Empath learns a "0" because the Spy is now registering as good.

The Spy nominates the Virgin and is executed by the Virgin's ability, because the Storyteller chooses that the Spy registers as a Townsfolk. That night, the Undertaker learns that the Drunk died today, because the Spy is now registering as the Drunk.

**How to Run**

Each night, wake the Spy and show them the Grimoire for as long as they need. Then, put the Spy to sleep.

Each time the Spy is targeted by an ability that detects or affects good characters, you choose what character and alignment the Spy registers as. The Spy cannot register as the Demon or a different Minion. Then, do whatever is appropriate, such as showing good character tokens or giving finger signals.

*"This town has gone to the dogs, what? Cheap foreign labor…that's the ticket. Stuff them in the mine, I say. A bit of hard work never hurt anyone, and a clip'o'the ears to any brigand who says otherwise. It's all about the bottom line, what?"*

**The Baron** changes the number of Outsiders in play.

- This change happens during setup, and does not revert if the Baron dies. A change in characters during setup, regardless of what happens during the game, is shown on character sheets and tokens within square brackets at the end of a character description—like [this].
- The added Outsiders always replace Townsfolk, not other character types.

**Examples**

The game is being set up for seven players, with five Townsfolk, one Minion, and one Demon. Because the Minion is the Baron, the Storyteller removes two Townsfolk tokens and adds a Saint and a Butler token. In total, three Townsfolk, two Outsider, one Minion, and one Demon tokens go in the bag for the players to draw from.

The game is being set up for 15 players, with nine Townsfolk, two Outsiders, three Minions, and one Demon. Because the Baron is in play, the Storyteller must add a Drunk and a Recluse. So, they remove the Monk token and add a Recluse token. Then, instead of adding the Drunk character token, they add the Drunk's "Is the Drunk" reminder token… because this game, one player isn't a Townsfolk—they are an Outsider: the Drunk. All these character tokens then go into the bag for the players to draw from.

**How to Run**

While setting up the game, during step 8, replace two Townsfolk character tokens with two Outsider character token before they go into the bag. *(If you add the Drunk, remember to follow its setup instructions as well.)*

*"You have shown me the secrets of the Council of the Purple Flame. We have lain together in fire and in lust and in beastly commune, and I am forever your servant. But tonight, my dear, I am your master."*

**The Scarlet Woman** becomes the Demon when the Demon dies.

- If there are five or more players just before the Demon dies—that is, four or more players left alive after the Demon dies—then the Scarlet Woman immediately becomes the Demon, and the game continues as if nothing happened.
- Travelers do not count as players to see if the Scarlet Woman's ability triggers.
- If less than five players were alive when the Demon is executed, then the game ends and good wins.
- If there are five or more players alive when the Demon dies at night, the Scarlet Woman must be the new Imp.
- If the Scarlet Woman becomes the Demon, they are that Demon in every way. Good wins if they are executed. They kill each night. They register as the Demon.

**Examples**

There are seven players alive: the Imp, the Scarlet Woman, two Townsfolk, and three Travelers. The Imp is executed, so the game ends and good wins.

There are five players alive: the Imp, the Scarlet Woman, the Baron, and two Townsfolk. The Imp is executed. The Scarlet Woman becomes the Imp, and the game continues.

Brianna is the Scarlet Woman. The Fortune Teller chooses Brianna and Alex, and learns a "no." Later, the Imp dies, so Brianna becomes the Imp. The Fortune Teller chooses Brianna and Alex again, and learns a "yes."

**How to Run**

If the Demon dies and there were five or more alive players just before, replace the Scarlet Woman token with a spare character token matching the Demon in play, changing that player's character from the Scarlet Woman into the new **Demon**. *(This will be the Imp in* Trouble Brewing*.)* If there is no spare character token matching that Demon, put the "Is the Demon" reminder by the Scarlet Woman token instead, to indicate that they are the same character as the old Demon.

That night, wake the new Demon, show them the "You are" info token, then show them the Demon's token. Then, the new Demon may use their ability, as normal.

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

**Imp**

*"We must keep our wits sharp and our sword sharper. Evil walks amongst us and will stop at nothing to destroy us good, simple folk, bringing our fine town to ruin. Trust no one. But if you must trust someone, trust me."*

**The Imp** kills at night and can make copies of itself…for a terrible price.

- On each night except the first, the Imp chooses a player to kill. Because most characters act after the Demon, that player will probably not get to use their ability tonight.
- The Imp, because it's a Demon, knows which players are their Minions, and knows three not-in-play good characters that they can safely bluff as.
- If the Imp dies, the game ends and good wins. However, if the Imp kills themself at night, they die and an alive Minion becomes an Imp. This new Imp does not act that same night, but is now the Imp in every other way—they kill each night, and lose if they die.

**Examples**

It is the first night. The Imp learns that Evin and Sarah are the Minions. The Imp also learns that the Monk, Chef, and Librarian are not in play. The Imp bluffs as the Chef, then bluffs as Mayor halfway through the game. Eventually, the Imp is executed and good wins.

During the night, the Imp wakes and chooses a player, who dies. The next night, the Imp chooses themselves to die. The Imp dies, and the Poisoner becomes the Imp.

**How to Run**

Each night except the first, wake the Imp. The Imp points at any player. Put the Imp to sleep. The chosen player **dies**. *(Mark this by putting the Imp's "Dead" reminder by the chosen player's character token and putting a shroud on it.)*

If the Imp killed themself, you choose an alive Minion and replace their character token with a spare Imp token, changing their character to  The Imp. Then, wake the new Imp, show them the "You are" info token, then show them the Imp token. Then, put the new Imp to sleep.

At dawn, declare which player died at night. *(Do not say how they died.)*

> *If the Imp attacks a dead player at night, let them do so. Whenever a character says "choose a player," that means that any player—alive or dead—can be chosen. The Imp may be planning on bluffing as the Soldier, and this kind of thing helps their bluff look stronger.*