


















Trouble Brewing





TOWNSFOLK

	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Chef	You start knowing how many pairs of evil players there are.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Soldier	You are safe from the Demon.
	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Undertaker	Each night*, you learn which character died by execution today.


OUTSIDERS

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

MINIONS

	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

DEMONS

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