

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...





There are extra Outsiders in play.
[+2 Outsiders]

"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?"



If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

Scarlet Woman

"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 Baron changes the number of Outsiders in play.

- This change happens during setup, and it 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 in square brackets at the end of a character's 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, tokens for three Townsfolk, two Outsiders, one Minion, and one Demon go in the bag for the players to draw from.

The game is being set up for fifteen 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 to the Grimoire...because this game, one player isn't a Townsfolk—they are an Outsider: the Drunk. All these character tokens go into the bag for the players to draw from.

How to Run

While setting up the game, remove any two Townsfolk character tokens and add any two Outsider character tokens. (*If you add the Drunk, remember to follow its setup instructions as well.*) These Outsider tokens go into the bag instead of the Townsfolk tokens.

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.
- Travellers do not count as players when seeing if the Scarlet Woman's ability triggers.
- If less than five players are alive when the Demon is executed, then the game ends and good wins.
- If five or more players are alive when the Imp kills themself at night, the Scarlet Woman must become the new Imp.
- If the Scarlet Woman becomes the Demon, they are that Demon in every way. Good wins if they are executed. They attack each night. They register as the Demon.

Examples

There are seven players alive: the Imp, the Scarlet Woman, two Townsfolk, and three Travellers. The Imp is executed, so the game ends and good wins, because Travellers do not add to the player count for the Scarlet Woman's ability.

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.

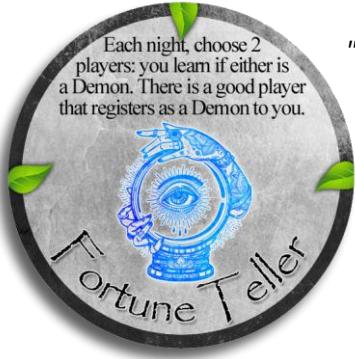
Lachlan is the Scarlet Woman. The Fortune Teller chooses Lachlan and Sarah, and learns a "no". Later, the Imp dies, so Lachlan becomes the Imp. The Fortune Teller chooses Lachlan and Sarah again, and learns a "yes".

How to Run

If the Demon dies and there were five or more alive players immediately before the Demon died, replace the Scarlet Woman token with a spare Imp token, changing that player's character from the Scarlet Woman into the Imp. (*They are now the Demon and have the Imp's ability. If they die, good wins.*)

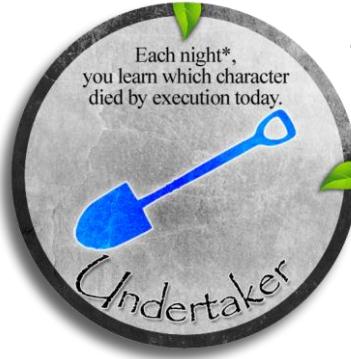
That night, wake the new Imp, show them the "You are" info token, then show them the Imp token.

In Trouble Brewing, there is only one Demon—the Imp. In other editions, there are multiple possible Demons. If the Scarlet Woman becomes the Demon, they become the same type of Demon that died, and they gain this Demon's ability. When this happens, mark the Scarlet Woman with the "Is the Demon" reminder and refer to that Demon's "How to Run" instructions.



Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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



Each night*, you learn which character died by execution today.

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

How to Run

While preparing the first night, put the Fortune Teller's "Red Herring" reminder token 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. Put the Fortune Teller to sleep.

In smaller games, making the Fortune Teller their own Red Herring is sometimes 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 Traveller, do not count.
- The Undertaker wakes each night except the first, as there have been no executions yet.
- If nobody died 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 Drunk character token, not the token for the Townsfolk that the Drunk 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 that the player thinks they are.

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

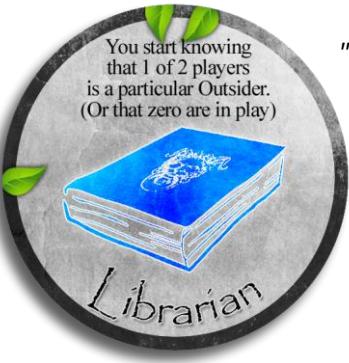
Nobody was executed today. That night, the Undertaker does not wake.

How to Run

If a player dies by execution, put the Undertaker's "Died Today" reminder token 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 "Died Today" to the Undertaker. Put the Undertaker to sleep. Remove the Undertaker's reminder token when convenient.

In Trouble Brewing, there can only be one execution per day, and every execution causes a player to die. In other editions, there may be more than one execution per day (in which case the Storyteller chooses which character to show the Undertaker) or the execution does not cause a death (in which case the Undertaker learns nothing).



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



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

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

- 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 one of two players is the Drunk, they do not learn the Townsfolk that the Drunk's player thinks they are.

Examples

Ben is the Saint, and Lewis is the Baron. The Librarian learns that either Ben or Lewis 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 Doug is the Undertaker. The Librarian learns that either Abdallah or Doug 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 token by any Outsider character token, and put the Librarian's "Wrong" reminder token 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. Put the Librarian to sleep. Remove the Librarian's reminder tokens when convenient.

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

- During the first night, the Investigator learns that one of two players is a specific Minion.
- 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.

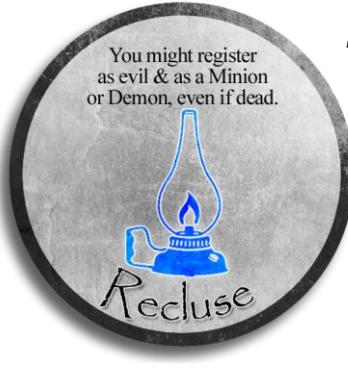
Lachlan is the Spy, and Lewis is the Poisoner. The Investigator learns that either Lachlan or Lewis is the Spy.

Evin is the Recluse, and Marianna is the Imp. The Investigator learns that either Evin or Marianna is the Poisoner. Here, 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 token by any Minion character token, and put the Investigator's "Wrong" reminder token 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. Put the Investigator to sleep. Remove the Investigator's reminder tokens when convenient.



"Garn git ya darn grub ya mitts ovma lorn yasee. Grr. Natsy pikkins yonder southwise eye 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

- 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.
- A Recluse that registers as a particular Minion or Demon does not have this character's ability. For example, a Recluse that registers as a Poisoner does not wake at night and cannot poison a player.

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 she is 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 Traveller. Because showing a "2" to the Chef might be too revealing, the Storyteller gives the Chef true information instead—a "0".

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. (*Do whatever is appropriate, such as showing an evil character token, nodding, giving finger signals, or allowing an ability to work that would normally only affect evil, Minion, or Demon players.*)

The Saint

- 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, but 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.

The Saint's ability has the strange phrase "your team loses." In Trouble Brewing, this will always mean "evil wins" because the Saint is always good. In other editions, it is possible for characters to change alignment. If the evil Saint is executed, good wins.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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



Once per game, during the day, publicly choose a player: if they are the Demon, they die.

"Die."

The Virgin is safe from execution...perhaps. Players that nominate the Virgin usually die.

- 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, because the Drunk is an Outsider, not a Townsfolk. Players may now vote on whether or not to execute the Virgin.

A dead player nominates the Virgin. The dead, however, cannot nominate. The Storyteller declares that this 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, immediately declare that the nominating player is executed. That player **dies**—put a shroud on their character token in the Grimoire. **The Virgin loses their ability**—put the Virgin's "No Ability" reminder token by the Virgin token. End the nomination process and proceed to the night phase. (*No one else can be executed today.*)

If the first player to ever nominate the Virgin is not a Townsfolk, continue the vote as normal. **The Virgin loses their ability**—put the Virgin's "No Ability" reminder token by the Virgin token.

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!
- 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.
- 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.

Examples

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

The Slayer chooses the Recluse. The Recluse dies, but the game continues, because the Recluse is registering as the Imp.

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**—put a shroud on their character token in the Grimoire. If the chosen player is not an alive Demon, say "Nothing happens." Either way, **the Slayer loses their ability**—put the Slayer's "No Ability" reminder token by the Slayer token.

If a player is bluffing as the Slayer and declares they wish to use their ability, act as if they were indeed the Slayer—allow time for discussion, let them make the decision, and act like you're fiddling with tokens in your Grimoire, then say "Nothing happens."

When the Slayer declares that they wish to use their ability, give the group a minute or two to discuss who the Slayer should choose. This allows the group to feel responsible for the win (or the loss!), but the Slayer always makes the final choice.