

Trouble Brewing

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CHEF

You start knowing how many pairs of evil players there are.



WASHERWOMAN

You start knowing that 1 of 2 players is a particular Townsfolk.



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.



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.



VIRGIN

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



INVESTIGATOR

You start knowing that 1 of 2 players is a particular Minion.



LIBRARIAN

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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.



SOLDIER

You are safe from the Demon.



MAJOR

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



BUTLER

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



DRUNK

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



RECLUSE

You might register as evil & as a Minion or Demon, even if dead.



SAINt

If you die by execution, your team loses.



PoISONER

Each night, choose a player: they are poisoned tonight and tomorrow day.



SPY

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



SCARLET WOMAN

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



BARON

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



IMP

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