

TROUBLE BREWING

. . . by The Pandemonium Institute

TOWNSFOLK

TOWNSFOLK Washerwoman You start knowing that 1 of 2 players is a particular Townsfolk. You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) Investigator You start knowing that 1 of 2 players is a particular Minion. You start knowing how many pairs of evil players there are. Each night, you learn how many of your 2 alive neighbours are evil. 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. Undertaker Each night*, you learn which character died by execution today. Each night*, choose a player (not yourself): they are safe from the Demon tonight. Ravenkeeper If you die at night, you are woken to choose a player: you learn their character. The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately. Once per game, during the day, publicly choose a player: if they are the Demon, they die. Soldier You are safe from the Demon. If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead. Mayor OUTSIDERS Each night, choose a player (not yourself): tomorrow, if you vote and they do not, your team loses. 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. If you die by execution, your team loses. MINIONS Poisone Each night, choose a player: they are poisoned tonight and tomorrow day.

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

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



Steven Medway, bloodontheclocktower.com

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

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

DEMONS





TROUBLE BREWING

Soldier

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TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

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

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

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.

Each night, you learn how many of your 2 alive neighbours are evil.

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.

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

Monk Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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.

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

Mayor 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, if you vote and they do not, your team loses.

DrunkYou 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.

You are safe from the Demon.

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.

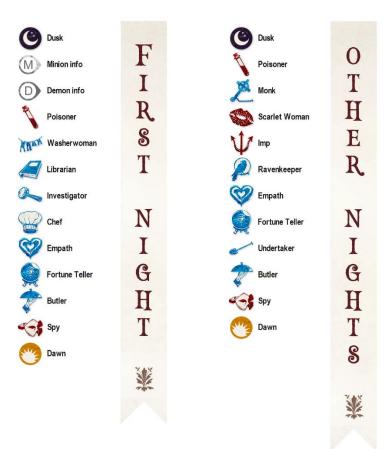
Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

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

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

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Players, Townsfolk, Outsiders, Minions, Demons										
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