

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

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

You start knowing how many pairs of evil players are sat next to each other.

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

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

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

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

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)

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

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

If you die at night, you are woken to choose a player: you learn their character.

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

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

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

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

If you die by execution, your team loses.

You are safe from the Demon.

TROUBLE BREWING

Washerwoman

Librarian

Investigator

Empath

Fortune Teller

Undertaker

Ravenkeeper

Soldier

Mayor

Butler

Drunk

Recluse

Poisoner

Saint

... by The Pandemonium Institute

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

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

TROUBLE BREWING . . . by The Pandemonium Institute 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 are sat next to each other. Empath 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. 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. Soldier You are safe from the Demon. 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, 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. 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)

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

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

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

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]

© Steven Medway, bloodontheclocktower.com *Not the first Night © Steven Medway, bloodontheclocktower.com *Not the first Night

Baron

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS







