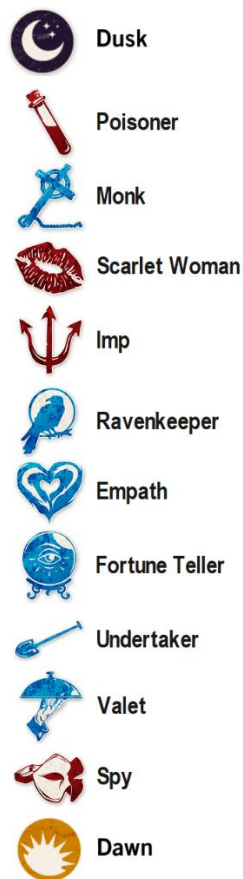




FIRST NIGHT



OTHER NIGHTS



TROUBLE BREWING

... by The Pandemonium Institute

TOWNSFOLK

	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.
	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.
	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.
	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.

OUTSIDERS

	Valet	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.
	Saint	If you die by execution, your team loses.

MINIONS

	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]

DEMONS

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



Welcome to Ravenswood Bluff! You are about to receive either a red or blue token. If blue, you are good; if red, you are evil. Good wins if the Demon dies. Evil wins if just two players are left alive and one of them is the Demon.

There are 4 types of characters:

Townsfolk

Good characters with abilities that help the good team

Outsiders

Good characters that are a hinderance to the good team

Minions

Evil characters with abilities that help the evil team

Demon

The leader of the evil team who kills players at night

You will know how many characters of each type should be in the game, and can assume that any character on the character sheet can be in play.

THE FIRST NIGHT

Players will randomly choose characters. The evil team will learn each other's identities, and the Demon will learn 3 "bluffs" (not-in-play characters). Certain characters will act or learn information (the Chef will learn a number, the Poisoner will poison a player, etc.).

THE FIRST DAY

Players will be able to talk to each other privately and publicly. At some point the Storytellers will open nominations. Each player may nominate once or be nominated once per day. If a player is nominated:

- The nominator will speak.
- The nominee will speak.
- The Town will vote to execute or not execute the nominee.

If at least half of the players (rounded up) vote to execute the nominee, that player is "marked for death" but is not immediately executed. If another nominee receives more votes than the player currently "marked for death" the new nominee is "marked for death" instead, and if they receive an equal number of votes no one is marked for death (that number also becomes the number to beat to execute a player).

At the end of the day, whichever player is "marked for death" is executed. Everyone will know which player is executed, but will not learn their character.

OTHER NIGHTS

The Demon will choose a player to kill, and certain characters will act or learn information (the Monk will protect a player, the Poisoner will choose a player, etc.). The player the Demon chooses is *killed*, not *executed*.

OTHER DAYS

Everyone will learn which players (not characters) died the previous night. If no one died the previous night, everyone will learn this too, but not why no one died.

Again, players will be able to talk to each other in private and in public, and the nomination procedure is the same as the first day, except:

- The number of votes required to execute a player is half of the *living* players, rounded up.
- Dead players may not nominate, and only have **1 vote for the remainder of the game** (even if they vote for an execution that does not pass).

THE FINAL DAY

The game *usually* ends on the day that only 3 players are left alive, this is generally the good team's last chance to kill the Demon. The game may end earlier if the Demon is killed before this happens, or if the Saint is executed.

LIFE & DEATH

At any given time, a player is either alive or dead. A dead player cannot die again. If a dead player is attacked by the Demon, for example, they do not die again, and the group does not learn that they were attacked the previous night.

Some characters keep all or part of their ability when they die.

If the ability says "even if dead" or happens when the character dies, it does so. This ability is still lost if the player becomes drunk or poisoned.

DRUNKENNESS & POISONING

At any given time, a player is either sober or drunk, and either poisoned or healthy. Being drunk and being poisoned do the same thing.

A drunk or poisoned player has no ability.

A drunk Slayer cannot slay anybody, a poisoned Demon cannot kill anyone. If a player tries to use their "once per game" ability while drunk or poisoned, they do not get to use it again. It is gone.

They can get their ability back.

If a drunk player becomes sober again, they regain their ability. That said, if they used their "once per game" ability already, they don't get their ability back.

You will not know you are drunk or poisoned!

Instead, the Storytellers will act just like you're sober and healthy. For example, a drunk Monk still wakes each night and chooses a player to protect... but that player won't be protected.

The Storytellers can give you false information.

If a drunk or poisoned player's ability gives them information, the Storytellers can give them incorrect information. The Storytellers are not required to give incorrect info, but they can – and *usually* will!

Abilities used on a drunk or poisoned player work normally.

For example, an Empath correctly learns the alignment of their drunk neighbors. A Fortune Teller correctly identifies a poisoned Demon.

Drunkenness and poisoning do not cancel out.

A poisoned drunk does not become sober or healthy! They're just both poisoned and drunk.