

## Blood on the Clocktower · Trouble Brewing

### 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 neighbors 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

#### 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.

### 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.

#### Baron

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

#### Scarlet Woman

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

### DEMONS

#### Imp

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

\* Not the first night.