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.