

## Blood on the Clocktower · Trouble Brewing

TOWNSFOLK	
<b>Washerwoman</b> You start knowing that 1 of 2 players is a particular Townsfolk.	<b>Monk</b> Each night*, choose a player (not yourself): they are safe from the Demon tonight.
<b>Librarian</b> You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play)	<b>Ravenkeeper</b> If you die at night, you are woken to choose a player: you learn their character.
<b>Investigator</b> You start knowing that 1 of 2 players is a particular Minion.	<b>Virgin</b> The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
<b>Chef</b> You start knowing how many pairs of evil players there are.	<b>Slayer</b> Once per game, during the day, publicly choose a player: if they are the Demon, they die.
<b>Empath</b> Each night, you learn how many of your 2 alive neighbors are evil.	<b>Soldier</b> You are safe from the Demon.
<b>Fortune Teller</b> Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.	<b>Mayor</b> If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
<b>Undertaker</b> Each night*, you learn which character died by execution today.	
OUTSIDERS	
<b>Butler</b> Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.	<b>Recluse</b> You might register as evil & as a Minion or Demon, even if dead.
<b>Drunk</b> You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.	<b>Saint</b> If you die by execution, your team loses.
MINIONS	
<b>Poisoner</b> Each night, choose a player: they are poisoned tonight and tomorrow day.	<b>Baron</b> There are extra Outsiders in play. <b>[+2 Outsiders]</b>
<b>Spy</b> Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.	<b>Scarlet Woman</b> If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
DEMONS	
<b>Imp</b> Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.	

\* Not the first night.