

Blood on the Clocktower • Trouble Brewing

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

* Not the first night.