

# Trouble Unyielding

by TPI (sort of )

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.

OUTSIDERS



## Zealot

If there are 5 or more players alive, you must vote for every nomination.



## Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



## 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.



## Imp

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

MINIONS



## Beggar

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.



## Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



## Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

DEMONS

TRAVELERS



## 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.



## Recluse

You might register as evil & as a Minion or Demon, even if dead.



## Saint

If you die by execution, your team loses.



## 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.)



## Scapegoat

If a player of your alignment is executed, you might be executed instead.



## Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.