

Trouble Mutating - First Night

by nickname



Dusk Start the Night Phase.



Bureaucrat The Bureaucrat chooses a player.



Thief The Thief chooses a player.



Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Poisoner The Poisoner chooses a player.



Washerwoman Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



Librarian Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Investigator Show the Minion character token. Point to both the MINION and WRONG players.



Chef Give a finger signal.



Empath Give a finger signal.



Fortune Teller The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Cult Leader The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.



Spy Show the Grimoire for as long as the Spy needs.



Dawn Wait for a few seconds. End the Night Phase.

Trouble Mutating - Other Nights

by nickname



Dusk | Start the Night Phase.



Bureaucrat | The Bureaucrat chooses a player.



Thief | The Thief chooses a player.



Poisoner | The Poisoner chooses a player.



Monk | The Monk chooses a player.



Scarlet Woman | If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



Ravenkeeper | If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Empath | Give a finger signal.



Fortune Teller | The Fortune Teller chooses 2 players. Nod if either is the Demon (or the RED HERRING).



Undertaker | If a player was executed today, show their character token.



Cult Leader | The Cult Leader might change alignment. If so, show the YOU ARE info token and a thumbs up or down for their new alignment.



Spy | Show the Grimoire for as long as the Spy needs.



Dawn | Wait for a few seconds. End the Night Phase.