










# Trouble Brewing

by The Pandemonium Institute



## 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 neighbours 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

-  **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.




## 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.



## DEMONS



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



## TRAVELLERS

-  **Beggar**  
You must use a vote token to vote. Dead players may choose to give you theirs. If so, 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.

-  **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.