

# Trouble Brewing - First Night

by The Pandemonium Institute

**M**

**Minion Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.

**D**

**Demon Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



**Poisoner**

The Poisoner points to a player. That player is poisoned.



**Washerwoman**

Show the character token of a Townsfolk in play. Point to two players, one of which is that character.



**Librarian**

Show the character token of an Outsider in play. Point to two players, one of which is that character.



**Investigator**

Show the character token of a Minion in play. Point to two players, one of which is that character.



**Chef**

Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



**Fortune Teller**

The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.



**Butler**

The Butler points to a player. Mark that player as 'Master'.



**Spy**

Show the Grimoire to the Spy for as long as they need.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Trouble Brewing - Other Nights

by The Pandemonium Institute



**Dusk**

Check that all eyes are closed. Some travellers act.



**Poisoner**

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.



**Monk**

The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



**Scarlet Woman**

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.



**Imp**

The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.



**Ravenkeeper**

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil neighbours.



**Fortune Teller**

The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.



**Undertaker**

If a player was executed today: Show that player's character token.



**Butler**

The Butler points to a player. Mark that player as 'Master'.



**Spy**

Show the Grimoire to the Spy for as long as they need.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.