

TOWNSFOLK



Chef

You start knowing how many pairs of evil players there are.



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.)



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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.



Oracle

Each night*, you learn how many dead players are evil.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Tea Lady

If both your alive neighbours are good, they can't die.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Pacifist

Executed good players might not die.

OUTSIDER



Drunk

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



Recluse

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Zealot

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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)

DEMON



Imp

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



Ojo

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Troubles More Brewed — by erik

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Sailor
- 5  Poisoner
- 6  Godfather
- 7  Devil's Advocate
- 8  Washerwoman
- 9  Librarian
- 10  Chef
- 11  Empath
- 12  Fortune Teller
- 13  Noble
- 14  Spy
- 15  D Dawn

FABLED, JINXES & LORIC



Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED



Djinn

Use the Djinn's special rule. All players know what it is.

RECOMMENDED TRAVELLERS



Thief

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



Bureaucrat

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



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Butcher

Each day, after the 1st execution, you may nominate again.



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.

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Poisoner
- 4  Devil's Advocate
- 5  Scarlet Woman
- 6  Imp
- 7  Fang Gu
- 8  Godfather
- 9  Ravenkeeper
- 10  Empath
- 11  Fortune Teller
- 12  Oracle
- 13  Spy
- 14  D Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

Troubles More Brewed — by erik

1		Dusk Start the Night Phase.
2		Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3		Demon Info If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Godfather Show each of the Outsider tokens in play.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
10		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		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.
13		Noble Point to 3 players including one evil player, in no particular order.
14		Spy Show the Grimoire to the Spy for as long as they need.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		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.
7		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
8		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
9		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		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.
12		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
13		Spy Show the Grimoire to the Spy for as long as they need.
14		Dawn Wait for a few seconds. End the Night Phase.