

TOWNSFOLK



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



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.



Ravenkeeper

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



Mayor

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

OUTSIDER



Snitch

Minions start knowing 3 not-in-play characters.



Saint

If you die by execution, your team loses.



Recluse

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



Drunk

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

MINION



Poisoner

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



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)



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Imp

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

Quick Reference

Explainable Trouble Brewing — by Ananda

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Snitch
- 5  Poisoner
- 6  Evil Twin
- 7  Empath
- 8  Fortune Teller
- 9  Grandmother
- 10  Clockmaker
- 11  Noble
- 12  Bounty Hunter
- 13  Nightwatchman
- 14  Dawn

FABLED, JINXES & LORIC

FABLED



Revolutionary

2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.

RECOMMENDED TRAVELLERS



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Gunslinger

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



Scapegoat

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

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Monk
- 4  Scarlet Woman
- 5  Imp
- 6  No Dashii
- 7  Grandmother
- 8  Ravenkeeper
- 9  Empath
- 10  Fortune Teller
- 11  Undertaker
- 12  Bounty Hunter
- 13  Nightwatchman
- 14  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

Explainable Trouble Brewing — by Ananda

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		Snitch After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
5		Poisoner The Poisoner points to a player. That player is poisoned.
6		Evil Twin Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
7		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
8		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.
9		Grandmother Show the marked character token. Point to the marked player.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Explainable Trouble Brewing — by Ananda

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		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.
6		No Dashii The No Dashii points to a player. That player dies.
7		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
8		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
9		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
10		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.
11		Undertaker If a player was executed today: Show that player's character token.
12		Bounty Hunter If the known evil player has died, point to another evil player.
13		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
14		Dawn Wait for a few seconds. End the Night Phase.