# Trouble Barsing v1.0.0 *by Bars*

## 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.



### 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.



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



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



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



### 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.



### 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.

## 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.



### Saint
If you die by execution, your team loses.



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

## MINION



### 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.



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMON



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



### 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

*Trouble Barsing — by Bars*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Witch
6. Washerwoman
7. Librarian
8. Investigator
9. Chef
10. Empath
11. Fortune Teller
12. Nightwatchman
13. Spy
14. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Witch
5. Imp
6. Fang Gu
7. Ravenkeeper
8. Empath
9. Fortune Teller
10. Undertaker
11. Nightwatchman
12. Spy
13. 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

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

5 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

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

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

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

11 **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.

12 **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.

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.

# Other Nights

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1 D **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 themself. Mark that player 'Protected'.

4  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

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  **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.

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

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

9  **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.

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

11  **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.

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

13 D **Dawn**
Wait for a few seconds. End the Night Phase.