Imago's Brewing Trouble v1.1.0 *by The_Imago*

Storm Catcher Bootlegger

TOWNSFOLK



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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.



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



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.



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.

OUTSIDER



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.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



Saint
If you die by execution, 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.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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.



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Quick Reference

Imago's Brewing Trouble — by The_Imago

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Pixie
6. Librarian
7. Investigator
8. Empath
9. Fortune Teller
10. Butler
11. Clockmaker
12. Spy
13. Dawn

FABLED, JINXES & LORIC

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.



Bootlegger

This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS



Harlot

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Assassin
7. Ravenkeeper
8. Empath
9. Fortune Teller
10. Undertaker
11. Butler
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	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
6		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
7		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
8		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		**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.
10		**Butler** The Butler points to a player. Mark that player as 'Master'.
11		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
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.

Other Nights

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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 themself. 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  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

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