# Troubles Brewed v1.2.9 *by erik*

## 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



### 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.



### Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

# Quick Reference

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## FIRST NIGHT

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

## FABLED, JINXES & LORIC

### 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. Ravenkeeper
8. Empath
9. Fortune Teller
10. Oracle
11. Spy
12. 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. **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. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
7. **Washerwoman**
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8. **Librarian**
   Show the character token of an Outsider 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. **Noble**
    Point to 3 players including one evil player, in no particular order.
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  **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  **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  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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

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