Poisoned Trouble Brewing v4.2.0 *by Spepe*

Djinn

TOWNSFOLK



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Soldier
You are safe from the Demon.

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.



Sweetheart
When you die, 1 player is drunk from now on.



Mutant
If you are "mad" about being an Outsider, you might be executed.

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.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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

Poisoned Trouble Brewing — by Spepe

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Pukka
7. Librarian
8. Investigator
9. Chef
10. Empath
11. Grandmother
12. Dreamer
13. Balloonist
14. Spy
15. Mathematician
16. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Pukka
7. No Dashii
8. Acrobat
9. Sweetheart
10. Grandmother
11. Empath
12. Dreamer
13. Balloonist
14. Spy
15. Mathematician
16. 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

Poisoned Trouble Brewing — by Spepe

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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Pukka** The Pukka points to a player. That player is poisoned.
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		**Grandmother** Show the marked character token. Point to the marked player.
12		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
13		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14		**Spy** Show the Grimoire to the Spy for as long as they need.
15		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Poisoned Trouble Brewing — by Spepe

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 **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 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7 **No Dashii**
The No Dashii points to a player. That player dies.

8 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9 **Sweetheart**
Choose a player that is drunk.

10 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

12 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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