


















A SIMPLE MATTER





TOWNSFOLK

	Steward	You start knowing 1 good player.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Shugenja	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	Empath	Each night, you learn how many of your 2 alive neighbors 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.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Soldier	You are safe from the Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.


OUTSIDERS

	Tinker	You might die at any time.
	Sweetheart	When you die, 1 player is drunk from now on.
	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.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

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



Dusk



Philosopher



Minion info



Demon info



Poisoner



Godfather



Librarian



Investigator



Empath



Fortune Teller



Steward



Shugenja



Dawn

FIRST

NIGHT



A SIMPLE MATTER



JINXES

None available

RECOMMENDED



TRAVELLERS

FABLED

None available

None available



STHGINOR

Dawn



Undertaker



Fortune Teller



Empath



Ravenkeeper



Tinker



Sweetheart



Godfather



Assassin



Imp



Scarlet Woman



Monk



Poisoner



Philosopher



Dusk

