

TOWNSFOLK

**Steward**

You start knowing 1 good player.

**Washerwoman**

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

**Undertaker**

Each night*, you learn which character died by execution today.

**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.

**Empath**

Each night, you learn how many of your 2 alive neighbors are evil.

OUTSIDERS

**Drunk**

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

**Widow**

On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

**Marionette**

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

DEMONS

**No Dashii**

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



Minion info



Lunatic



Demon info



Marionette



Widow



Washerwoman



Empath



Steward



Dawn

FIRST NIGHT



NOT TRASHY



JINXES

None available

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel



STHGIN RETHO

Dawn



Undertaker



Empath



Ravenkeeper



No Dash!!



Lunatic



Dusk

