











NOT TRASHY ... by Gatorcat

TOWNSFOLK		
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Chef	You start knowing how many pairs of evil players there are.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Empath	Each night, you learn how many of your 2 alive neighbours are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers); you learn 1 good and 1 evil character, 1 of which is correct.







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		
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
	Marionette	You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



DEMONS		
	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.




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-  Dusk
-  Marionette
-  Washerwoman
-  Investigator
-  Chef
-  Empath
-  Dreamer
-  Noble
-  Dawn

FIRST NIGHT



-  Dusk
-  Scarlet Woman
-  Lunatic
-  No Dashii
-  Empath
-  Dreamer
-  Dawn

OTHER NIGHTS



-  Dusk
-  Marionette
-  Washerwoman
-  Investigator
-  Chef
-  Empath
-  Dreamer
-  Noble
-  Dawn

FIRST NIGHT



-  Dusk
-  Scarlet Woman
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OTHER NIGHTS

