











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.





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.

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

FIRST NIGHT



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

OTHER NIGHTS



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

FIRST NIGHT



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

OTHER NIGHTS

