











TOWNSFOLK

	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Undertaker	Each night*, you learn which character died by execution today.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got 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

	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Leech	Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
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Dusk



Minion info



Lunatic



Demon info



Marionette



Leech



Devil's Advocate



Pixie



Dawn

FIRST NIGHT



A LEECH OF DISTRUST



JINXES



If the Slayer slays the Leech's host, the host dies.



STHGIN TO

RECOMMENDED



TRAVELLERS

None available

FABLED



Sentinel



Dawn



Jugler



Undertaker



Leech



Exorcist



Lunatic



Devil's Advocate



Dusk