


















Deadly Penance Day





TOWNSFOLK

	Bounty Hunter	You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townsfolk is evil]
	Chef	You start knowing how many pairs of evil players there are.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Exorcist	Each night*, choose a player (not the same as last night): the Demon, if chosen, learns who you are & doesn't act tonight.
	Fool	The first time you die, you don't.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Philosopher	Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Sailor	Each night, choose a player: either you or they are drunk until dusk. You can't die.
	Soldier	You are safe from the Demon.
	Town Crier	Each night*, you learn if a Minion nominated today.

OUTSIDERS


	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Barber	If you die, tonight the Demon may choose 2 players to swap characters.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk, but your ability malfunctions.
	Saint	If you are executed, your team loses.

MINIONS

	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
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 Philosopher

 Minion info

 Demon info

 Sailor

 Preacher

 Lil' Monsta

 Witch

 Investigator

 Chef

 Bounty Hunter

 Cult Leader

 Spy

 Dawn

First Night

Deadly Penance Day


Dawn 

Spy 


Cult Leader 

Bounty Hunter 

Town Crier 

Barber 

Assassin 

Lil' Monsta 

Exorcist 

Witch 

Gambler 

Preacher 

Sailor 

Philosopher 

Dusk 

Deadly Penance Day

Other Nights