

# A Lleech of Distrust

## 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.



### Lunatic

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



### Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



### Lleech

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



### Sentinel

There might be 1 extra or 1 fewer Outsider in play.



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



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you 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.



### Drunk

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



### Marionette

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

## OUTSIDERS/MINIONS

## DEMONS

## FABLED

## JINXES