

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.



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]

OUTSIDER/INIONS DEMONS

FABLED

INDEXES



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