

A Lleech of Distrust

TOWNSFOLK

OUTSIDERS

MINIONS DEMONS

FABLED

JINKES

**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 a player: they are poisoned. You die if & only if they are dead.

**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 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.

**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 neighbor the Demon]



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