

# Demons Never Perish

## TOWNSFOLK

	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Exorcist	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Nightwatchman	Once per game, at night, choose a player: they learn who you are.
	Oracle	Each night*, you learn how many dead players are evil.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Sage	If the Demon kills you, you learn that it is 1 of 2 players.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.

## OUTSIDERS


	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Moonchild	When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.
	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Sweetheart	When you die, 1 player is drunk from now on.

## MINIONS

	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	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]
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.

## DEMONS

	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	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.
	Zombuul	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

 Philosopher


 Minion info

 Demon info

 Sailor

 Marionette

 Leech

 Poisoner

 Courtier

 Devil's Advocate

 Cerenovus

 Pixie

 Huntsman

 Damsel

 Washerwoman



 Librarian



 Nightwatchman

 Dawn

# First Night

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  The Marionette does not learn that a Damsel is in play.

  If the Marionette thinks that they are the Huntsman, the Damsel was added.

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# Other Nights

Dusk 

Philosopher 

Sailor 

Poisoner 

Courtier 

Devil's Advocate 


Cerenovus 

Exorcist 

Zombuul 

Fang Gu 

Leech 


Sweetheart 

Sage 

Huntsman 

Damsel 

Moonchild 

Oracle 

Nightwatchman 

Dawn 