## Demons Never Perish-





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.



Philosopher

Oracle

Each night\*, you learn how many dead players are evil.



**Pixie** 

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.





If the Demon kills you, you learn that it is 1 of 2 players. Sage

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.





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.



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. Puzzlemaster



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]

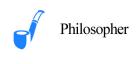


Lleech

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

Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.









Sailor



Marionette



Lleech



Poisoner



Courtier



Devil's Advocate



Cerenovus



Pixie



Huntsman



Damsel



Washerwoman



Librarian



Nightwatchman



Dawn



## **Demons Never Perish**





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





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





Dawn

























Devil's Advocate







**b**pijosobyer





