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|--|-------------|---|
|    | Broker      | The Demon receives 4 bluffs, but 2 are in-play characters. If you die, they learn which are in play.                              |
|    | Tattletale  | You start knowing 2 characters, exactly 1 of which is in play.  |
|    | Postmaster  | Each night, you learn a not-in-play character.  |
|    | Bootblack   | Each night, you learn how many alive Outsiders have at least one alive neighbor who is evil. [+1 Outsider]                        |
|    | Smuggler    | Each night*, choose any number of players: if more than 1 is evil, you die.   |
|    | Thespian    | Each night*, choose a player: if they are the Demon, you die & no one else can die tonight.                                       |
|    | Pessimist   | Each night*, choose 2 alive players: you learn which, if either, is more likely to die tonight.                                   |
|    | Understudy  | Each night*, choose a player: if they die tonight, you die instead & they learn that they were protected.                         |
|    | Matchmaker  | Each night*, you may choose 2 alive players (not yourself): if they differ in alignment, one of them dies.                        |
|   | Witness     | Each night*, learn what type of character killed a specific player tonight. If you are chosen, you are drunk until dawn.          |
|  | Lamplighter | Each night*, choose a player (not yourself): they & players (other than yourself) who choose them cannot die tonight.             |
|  | Chauffeur   | Each night*, choose an alive player (not the same as last night & not yourself): if they are a Townsfolk, you cannot die tonight. |
|  | Inquisitor  | Once per game, in day, publicly choose a player: they answer a yes/no question of your choice truthfully or die tonight.          |





OUTSIDERS

|  |               |  |
|--|---------------|--|
|  | Snakebite     | You have a Townsfolk ability & think you are them. Each night*, a player you chose since dawn might die, even if they can't. |
|  | Pariah        | If you are executed, you become evil.  |
|  | Rabble-rouser | If one of your alive neighbors chooses one or more players, you might be substituted for one of their choices.               |
|  | Curator       | If you died today or tonight, the Demon may choose a player & a non-Demon character they become (if not in play).            |

MINIONS

|  |            |   |
|--|------------|---|
|  | Omen       | Things you are "mad" about might come true.   |
|  | Gorgon     | Each night*, you learn which players chose you (since dawn); you may choose 1 of them: they die.                        |
|  | Crescendo  | If you die by execution, tonight, you may decide that players who die tonight die tomorrow night instead, plus 1 extra. |
|  | Tarantella | There is 1 alive poisoned player; you know their character. If chosen by Townsfolk, their poison moves to the chooser.  |

DEMONS

|  |                |   |
|--|----------------|---|
|  | Deathgripp     | Each night, choose an alive player. If the player you chose last night is alive, they die. If not, their good living neighbors die. |
|  | Grist          | Each night*, choose a player: they die. If you are killed by an ability, a Minion becomes an evil Grist.                            |
|  | Veni Vidi Vici | Each night*, choose a player: they die. If you kill yourself and no Outsiders live, evil wins instead. [exactly 3 Outsiders]        |
|  | Spree          | Each night*, choose any number of players and their good characters: if correct, they all die. If you chose no-one, a player dies.  |