



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.

If you died today or tonight, the Demon may choose a player & a non-Demon character they become (if not in play). Curator

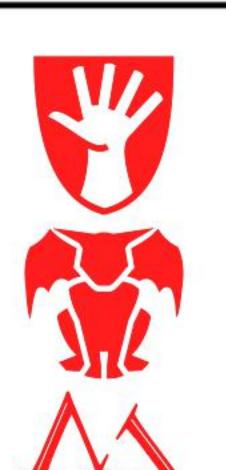


Things you are "mad" about might come true. Omen

Each night*, you learn which players chose you (since dawn); you may choose 1 of them: they die. Gorgon

If you die by execution, tonight, you may decide that players who die tonight die tomorrow night instead, plus 1 extra.

There is 1 alive poisoned player; you know their character. If chosen by Townsfolk, their poison moves to the chooser.



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]

Each night*, choose any number of players and their good characters: if correct, they all die. If you chose no-one, a player dies.

MINIONS

DEMONS