



















	Insider	The Demon's bluffs are in-play characters.
	Tattletale	You start knowing a pair of characters, exactly one of which is in-play.
	Archivist	Each night, learn a not-in-play character.
	Itinerant	Each night, learn a player who's next in this cycle: Townsfolk, Outsider, Minion, starting with any of them. [+1 Outsider]
	Witness	Each night*, learn what type of character killed a particular player tonight.
	Celebrity	Each night*, choose a player: if you chose the Demon, you (and you alone) die tonight.
	Stunt Double	Each night*, choose a player: if they die tonight, you die instead & they learn that you protected them.
	Matchmaker	Each night*, you may choose 2 alive players (not yourself): if they differ in alignment, one of them (not a Demon) dies.
	Sleuth	Each night*, choose any number of players: if more than 1 is evil, you die.
	Reveler	Each night*, if you were nominated by another player today, you may choose 3 alive players: they are drunk until dusk.
	Inquisitor	Once per game, in day, publicly ask someone a yes/no question. Tonight they die unless they replied truthfully (or are a Demon).
	Lightning Rod	Your alive neighbors cannot die at night if you voted for every nomination today (at least 1).
	Trapezist	If you are the only alive player of your alignment, your team wins.





OUTSIDERS

	Snakebite	You have a Townsfolk ability and think you are that Townsfolk. A good player among those chosen with your ability dies.
	Pariah	If you are executed and exactly 1 evil player voted, you become evil.
	Rabble-rouser	If a player would choose one of your neighbors with their ability, they might choose you instead.
	Apothecary	If you die, Townsfolk are poisoned until dusk tomorrow.

MINIONS

	Gorgon	If a good player chooses you with their ability at night, they die.
	Tarantella	Your left Townsfolk neighbor is poisoned. Other Townsfolk for whom you vote or vote for you are poisoned until dawn.
	Cultist	Each night*, you may choose that the Demon dies & becomes a Cultist. If you do, you become a not in-play Demon.
	Omen	Each night*, something you were "mad" about today might come true.

DEMONS

	Rex	Each night*, choose a player: they die. If you have been nominated this game, choose 2 players tonight.
	Spree	Each night*, choose a player: they die. You may also guess their character: repeat this ability if right; otherwise, they live.
	Deathgripp	Each night, choose an alive player. If the player you chose last night is alive, they die. If not, their alive good neighbors die.
	Veni Vidi Vici	Each night*, choose a player: they die. If you kill yourself this way and no Outsiders live, evil wins instead. [3 Outsiders]