



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]



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.



Understudy Each night\*, choose a player: if they die tonight, you die instead & they learn that they were protected.



Thespian Each night\*, choose a player: if you chose the Demon, you (and you alone) 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.



Pessimist Each night\*, choose 2 alive players: you learn which, if either, is more likely to die tonight.



Matchmaker Each night\*, you may choose 2 alive players (not yourself): if they differ in alignment, one of them dies.



Smuggler Each night\*, choose any number of players: if more than 1 is evil, you die.



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 cannot.



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).



Pariah If you are executed, you become evil.

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 Once per game, at night\*, if you died by execution, you may decide that players who die tonight die tomorrow night instead.



Tarantella Each night, you learn the alive poisoned character; if there is none, choose a player: they are poisoned instead. The poison moves to the 1st Townsfolk to choose them each night.

DEMONS



Deathgripp If the player you chose last night is alive, they die. If not, their alive good neighbors die. Each night, choose an alive player.



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.



Grist Each night\*, choose a player: they die. If you are killed by an ability, a Minion becomes an evil Grist.