



















	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 an 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 get false info tonight.
	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.
	Broker	The Demon receives 4 bluffs, but 2 are in-play characters. If you die, they learn which are in play.





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 a player would choose one of your alive neighbors with their ability, they might choose you instead.
	Curator	If you died today or tonight, the Demon may choose a player & a non-Demon character they become (if not in play).

MINIONS

	Gorgon	Each night*, you learn which players chose you (since dawn); you may choose 1 of them: they die.
	Omen	Things you are "mad" about might come true.
	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.