

Impending

Choose an ability deck. You may look at the top 3 cards of the deck. Draw one among the 3, return the rest at the same order.

Return this card to its deck afterwards.

Treaty

For the rest of the Night, players cannot Raid other players.

Return this card to its deck afterwards.

Diligence

Activating Idle grants you a cube.

Perceive

Once per Night, look at a player's Ability cards or the next Night card.

Persuade

At the start of a player's turn, force the player to be Idle for his turn.

Return this card to its deck afterwards.

Ulterior

Once per Night when another player gains half a black heart, give him half a white heart instead.

This card cannot be activated on even numbered Nights.