

**Washerwoman**

You start knowing that 1 of 2 players is a particular Townsfolk.

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Innkeeper**

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

**Gambler**

Each night\*, choose a player & guess their character: if you guess wrong, you die.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Preacher**

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

**Village Idiot**

Each night, choose a player: you learn their alignment.

[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Gossip**

Each day, you may make a public statement. Tonight, if it was true, a player dies.

**Nightwatchman**

Once per game, at night, choose a player: they learn you are the Nightwatchman.

**Courtier**

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

**Professor**

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.

**Tea Lady**

If both your alive neighbors are good, they can't die.

**Pacifist**

Executed good players might not die.

**Moonchild**

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Ogre**

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

**Tinker**

You might die at any time.

**Cerenovus**

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

**Assassin**

Once per game, at night\*, choose a player: they die, even if for some reason they could not.

**Organ Grinder**

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Yaggababble**

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

**Po**

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

**Pukka**

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

**Leech**

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.