

**Steward**

You start knowing  
1 good player.

**Chef**

You start knowing how many pairs  
of evil players there are.

**Washerwoman**

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

**Empath**

Each night, you learn how many  
of your 2 alive neighbours are evil.

**Village Idiot**

Each night, choose a player:  
you learn their alignment.  
[+0 to +2 Village Idiots. 1 of the extras is drunk]

**Snake Charmer**

Each night, choose an alive player:  
a chosen Demon swaps characters & alignments  
with you & is then poisoned.

**Dreamer**

Each night, choose a player (not yourself or Travellers):  
you learn 1 good and 1 evil character,  
1 of which is correct.

**Fortune Teller**

Each night, choose 2 players:  
you learn if either is a Demon.  
There is a good player that registers as a Demon to you.

**Seamstress**

Once per game, at night,  
choose 2 players (not yourself):  
you learn if they are the same alignment.

**Philosopher**

Once per game, at night,  
choose a good character: gain that ability.  
If this character is in play, they are drunk.

**Artist**

Once per game, during the day,  
privately ask the Storyteller any yes/no question.

**Fisherman**

Once per game, during the day,  
visit the Storyteller for some advice  
to help your team win.

**Juggler**

On your 1st day,  
publicly guess up to 5 players' characters.  
That night, you learn how many you got correct.

**Recluse**

You might register as evil & as a Minion or Demon,  
even if dead.

**Sweetheart**

When you die,  
1 player is drunk from now on.

**Klutz**

When you learn that you died, publicly choose  
1 alive player: if they are evil, your team loses.

**Mutant**

If you are "mad" about being an Outsider,  
you might be executed.

**Puzzlemaster**

1 player is drunk, even if you die.  
If you guess (once) who it is, learn the Demon player,  
but guess wrong & get false info.

**Evil Twin**

You & an opposing player know each other.  
If the good player is executed, evil wins.  
Good can't win if you both live.

**Mastermind**

If the Demon dies by execution (ending the game),  
play for 1 more day.  
If a player is then executed, their team loses.

**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]

**Leviathan**

If more than 1 good player is executed, evil wins.  
All players know you are in play.  
After day 5, evil wins.

\*Not the  
first night