



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise.
If equidistant, this info is arbitrary.



Pixie

You start knowing 1 in-play Townsfolk.
If you were mad that you were this character, you gain their ability when they die.



Empath

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



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.



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.



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.



Lycanthrope

Each night*, choose an alive player.
If good, they die & the Demon doesn't kill tonight.
One good player registers as evil.



Savant

Each day, you may visit the Storyteller to learn two things in private:
1 is true & 1 is false.



Alchemist

You have a Minion ability.
When using this, the Storyteller may prompt you to choose differently.



Amnesiac

You do not know what your ability is.
Each day, privately guess what it is: you learn how accurate you are.



Poppy Grower

Minions & Demons do not know each other.
If you die, they learn who each other are that night.



Lunatic

You think you are a Demon, but you are not.
The Demon knows who you are & who you choose at night.



Recluse

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



Mutant

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



Damsel

All Minions know you are in play.
If a Minion publicly guesses you (once), your team loses.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play).
If a Demon is made, deaths tonight are arbitrary.



Psychopath

Each day, before nominations, you may publicly choose a player: they die.
If executed, you only die if you lose roshambo.



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Yaggababble

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



Kazali

Each night*, choose a player: they die.
[You choose which players are which Minions. -? to +? Outsiders]



Fang Gu

Each night*, choose a player: they die.
The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



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.