

**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.

**Monk**

Each night*, choose a player (not yourself): they are safe from the Demon tonight.

**Village Idiot**

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

**Dreamer**

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

**Exorcist**

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

**Lycanthrope**

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

**Gossip**

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

**Savant**

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

**Philosopher**

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

**Amnesiac**

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

**Magician**

The Demon thinks you are a Minion.
Minions think you are a Demon.

**Ogre**

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

**Drunk**

You do not know you are the Drunk.
You think you are a Townsfolk character, but you are not.

**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.

**Cerenovus**

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

**Psychopath**

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

**Widow**

On your 1st night, look at the Grimoire & choose a player: they are poisoned.
1 good player knows a Widow is in play.

**Boomdandy**

If you are executed, all but 3 players die.
After a 10 to 1 countdown, the player with the most players pointing at them, dies.

**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]

**Po**

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

**Vortex**

Each night*, choose a player: they die.
Townsfolk abilities yield false info.
Each day, if no-one is executed, evil wins.