

Noble You start knowing 3 players, 1 and only 1 of which is evil.



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



Balloonist Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



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 & 1 evil character, 1 of which is correct.



Oracle Each night*, you learn how many dead players are evil.



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



Seamstress

Virgin

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



Farmer When you die at night, an alive good player becomes a Farmer.



Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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

OUTSIDERS



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.



Saint If you die by execution, your team loses.



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

MINIONS



Harpy Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Xaan On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



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.



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMONS

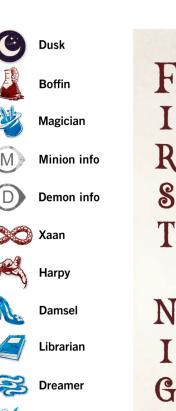


Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Boffin

mortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Seamstress

Noble

Balloonist

Shugenja

Village Idiot

Dawn





THE BALLAD OF SEAT 7



JINXES





If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



































Harpy



Monk







RECOMMENDED

FABLED

None available

TRAVELLERS

None available