

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.



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



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



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



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



Virgin

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

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



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



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.



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.)



Boffin

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



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

DEMONS



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



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



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



Dusk



Bureaucrat



Boffin



Magician



Minion info



Demon info



Harpy



Pukka



Damsel



Librarian



Dreamer



Seamstress



Noble



Balloonist



Shugenja



Village Idiot



Dawn

THE BALLAD OF SEAT 7



JINXES



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If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.





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





Dawn



























Junkeeper





Dusk





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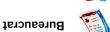


















TRAVELLERS

FABLED



Gnome

None available



Bureaucrat



Scapegoat



Harlot