










	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Shugenja</b>	You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
	<b>Balloonist</b>	Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	<b>Farmer</b>	When you die at night, an alive good player becomes a Farmer.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.




## OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Saint</b>	If you die by execution, your team loses.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS

	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
	<b>Boomdandy</b>	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.
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	<b>Boffin</b>	The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	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

FIRST

NIGHT



## THE BALLAD OF SEAT 7



### JINXES



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.



STHGIN RETHO

### RECOMMENDED



#### TRAVELLERS



Gnome



Bureaucrat



Scapegoat



Harlot

#### FABLED

None available



Dawn



Village Idiot



Balloonist



Seamstress



Oracle



Dreamer



Farmer



Damsel



Vigormortis



Pukka



Imp



Scarlet Woman



Harpy



Inkeeper



Harlot



Bureaucrat



Dusk