

**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
-  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.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

SETHGINTH O

-  Dusk
-  Innkeeper
-  Harpy
-  Scarlet Woman
-  Imp
-  Pukka
-  Vigormortis
-  Damsel
-  Farmer
-  Dreamer
-  Oracle
-  Seamstress
-  Balloonist
-  Village Idiot
-  Dawn