

**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]



**Seamstress** 

Noble

**Balloonist** 

Shugenja

Village Idiot

Dawn



## 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.



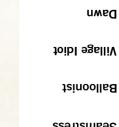


If there is a spare token, the Boffin can give the Demon the Village Idiot ability.























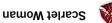


















**JUNKGGDGK** 



Dusk







RECOMMENDED

None available