



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]



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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

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.



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.

DEMONS



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



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
-  Damsel
-  Librarian
-  Fortune Teller
-  Dreamer
-  Seamstress
-  Noble
-  Balloonist
-  Shugenja
-  Dawn

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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.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

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-  Dusk
-  Monk
-  Harpy
-  Scarlet Woman
-  Imp
-  No Dash!!
-  Vigormortis
-  Damsel
-  Farmer
-  Fortune Teller
-  Dreamer
-  Oracle
-  Seamstress
-  Balloonist
-  Dawn