

The Ballad of Seat 7

by TrashWarlock



- Seat 7 remains empty. It's choices are arbitrary. Once per game the storyteller may speak on it's behalf.

TOWNSFOLK



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 and 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.



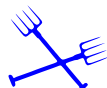
Seamstress

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.



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]

* Not the first night

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Fabled & Loric



Djinn



The Demon cannot have the Drunk ability.



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



Bootlegger

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Travellers



Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



FIRST NIGHT



OTHER NIGHTS

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

