



Noble You start knowing 3 players, 1 and only 1 of which is evil.



Washerwoman You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Ballooning Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]



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.



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



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.



Soldier You are safe from the Demon.



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.



Barber If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damsel All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



Pit-Hag Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



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.



Vigormortis Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Fang Gu Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Dusk



Boffin



Magician



Minion info



Demon info



Damsel



Washerwoman



Librarian



Fortune Teller



Dreamer



Seamstress



Noble



Balloonist



Dawn

FIRST

NIGHT



THE BALLAD OF SEAT 7

JINXES



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.



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

STHGINR EHTO

Dawn



Balloonist



Seamstress



Dreamer



Fortune Teller



Farmer



Damsel



Barber



Vigormortis



No Dashi



Fang Gu



Scarlet Woman



Pit-Hag



Dusk

