A Leap of Faith v1.0.0 *by Bor*

Djinn

TOWNSFOLK

Alchemist

You have a not-in-play Minion ability.

Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

Balloonist

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Empath

Each night, you learn how many of your 2 alive neighbours are evil.

King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

Town Crier

Each night*, you learn if a Minion nominated today.

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Farmer

If you die at night, an alive good player becomes a Farmer.

Sage

If the Demon kills you, you learn that it is 1 of 2 players.

Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER

Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Barber

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

Recluse

You might register as evil & as a Minion or Demon, even if dead.

Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION

Baron

There are extra Outsiders in play. [+2 Outsiders]

Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. King
7. Marionette
8. Snake Charmer
9. Pixie
10. Empath
11. Balloonist
12. Cult Leader
13. Dawn

FABLED, JINXES & LORIC

Heretic & Baron

Only 1 jinxed character can be in play.

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

Recluse & Sage

The Recluse might register as the Demon to the Sage.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Snake Charmer
4. Scarlet Woman
5. Al-Hadikhia
6. Barber
7. Sage
8. Farmer
9. Empath
10. Town Crier
11. Juggler
12. Balloonist
13. King
14. Cult Leader
15. Dawn

PLAYER COUNT

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

First Night

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1. **Dusk**
   Start the Night Phase.
2. **Minion Info**
   If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3. **Demon Info**
   If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Alchemist**
   Show the Alchemist a not-in-play Minion token
6. **King**
   Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
7. **Marionette**
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8. **Snake Charmer**
   The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
9. **Pixie**
   Show the Pixie 1 in-play Townsfolk character token.
10. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11. **Balloonist**
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

6 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

7 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

8 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

9 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

10 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

11 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

12 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

13 **King**
If there are more dead than living, show the King a character token of a living player.

14 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

15 D **Dawn**
Wait for a few seconds. End the Night Phase.