

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.)



Pixie

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



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Dreamer

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



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.



Philosopher

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



Sage

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



Farmer

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



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Sweetheart

When you die, 1 player is drunk from now on.



Mutant

If you are "mad" about being an Outsider, you might be executed.



Heretic

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



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Drunk

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

MINION



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Pit-Hag

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



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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.



Fang Gu

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



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

Faith, Disorder & The Faithless — by SeaBound

FIRST NIGHT

- 1  Dusk
- 2  M Minion Info
- 3  D Demon Info
- 4  Philosopher
- 5  Magician
- 6  Preacher
- 7  Poisoner
- 8  Fearmonger
- 9  Pixie
- 10  Librarian
- 11  Dreamer
- 12  Seamstress
- 13  Noble
- 14  General
- 15  D Dawn

FABLED, JINXES & LORIC

 **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.

FABLED

 **Hell's Librarian**
Something bad might happen to whoever talks when the Storyteller has asked for silence.

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

RECOMMENDED TRAVELLERS

 **Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

 **Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

 **Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

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

 **Matron**
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

OTHER NIGHTS

- 1  Dusk
- 2  Philosopher
- 3  Preacher
- 4  Poisoner
- 5  Innkeeper
- 6  Pit-Hag
- 7  Fearmonger
- 8  Fang Gu
- 9  Vortex
- 10  Al-Hadikhia
- 11  Sweetheart
- 12  Sage
- 13  Farmer
- 14  Dreamer
- 15  Seamstress
- 16  General
- 17  D 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

Faith, Disorder & The Faithless — by SeaBound

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		Magician
6		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7		Poisoner The Poisoner points to a player. That player is poisoned.
8		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
9		Pixie Show the Pixie 1 in-play Townsfolk character token.
10		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
11		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
12		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		Noble Point to 3 players including one evil player, in no particular order.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Faith, Disorder & The Faithless — by SeaBound

1		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		Preacher The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
4		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
7		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
8		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
9		Vortex The Vortex points to a player. That player dies.
10		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.
11		Sweetheart Choose a player that is drunk.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		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.
14		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
15		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
16		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17		Dawn Wait for a few seconds. End the Night Phase.