

TOWNSFOLK



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.



Dreamer

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



Town Crier

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.



Mayor

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Recluse

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



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.



Damsel

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

MINION



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pit-Hag

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



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Goblin

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



Scarlet Woman

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Vortex

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



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

When the Levi Breaks — by Habby

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Poppy Grower**
- 6  **Snake Charmer**
- 7  **Cerenovus**
- 8  **Pixie**
- 9  **Damsel**
- 10  **Dreamer**
- 11  **Spy**
- 12  **Leviathan**
- 13  **Dawn**

FABLED, JINXES & LORIC

-  **Leviathan & Monk**
If the Leviathan nominates and executes the Monk-protected player, good wins.
-  **Leviathan & Ravenkeeper**
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-  **Leviathan & Mayor**
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-  **Heretic & Spy**
Only 1 jinxed character can be in play.
-  **Leviathan & Innkeeper**
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.
-  **Leviathan & Sage**
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-  **Recluse & Sage**
The Recluse might register as the Demon to the Sage.
-  **Leviathan & Pit-Hag**
The Leviathan cannot enter play after day 5.
-  **Heretic & Pit-Hag**
Only 1 jinxed character can be in play.
-  **Spy & Poppy Grower**
If the Poppy Grower has their ability, the Spy does not see the Grimoire.
-  **Pit-Hag & Damsel**
If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.
-  **Spy & Damsel**
If the Spy is (or has been) in play, the Damsel is poisoned.
-  **Cerenovus & Goblin**
The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Poppy Grower**
- 4  **Innkeeper**
- 5  **Snake Charmer**
- 6  **Monk**
- 7  **Cerenovus**
- 8  **Pit-Hag**
- 9  **Scarlet Woman**
- 10  **Lycanthrope**
- 11  **Vortex**
- 12  **Sage**
- 13  **Damsel**
- 14  **Ravenkeeper**
- 15  **Dreamer**
- 16  **Town Crier**
- 17  **Spy**
- 18  **Leviathan**
- 19  **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

When the Levi Breaks — by Habby

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		Poppy Grower Do not inform the Demon/Minions who each other are
6		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.
7		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		Pixie Show the Pixie 1 in-play Townsfolk character token.
9		Damsel Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Spy Show the Grimoire to the Spy for as long as they need.
12		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

When the Levi Breaks — by Habby

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		Poppy Grower If the Poppy Grower has died, show the Minions/Demon who each other are.
4		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
5		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.
6		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
7		Cerenovus The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
8		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.
9		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
10		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
11		Vortex The Vortex points to a player. That player dies.
12		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
13		Damsel If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
14		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16		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).
17		Spy Show the Grimoire to the Spy for as long as they need.
18		Leviathan Change the Leviathan Day reminder for the next day.
19		Dawn Wait for a few seconds. End the Night Phase.