

TOWNSFOLK



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Balloonist

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



Snake Charmer

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



Oracle

Each night*, you learn how many dead players are evil.



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Nightwatchman

Once per game, at night, choose a player: they learn who you are.



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Heretic

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Fearmonger

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



Psychopath

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



Marionette

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

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vigormortis

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



Leviathan

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

Great it's Leviathan again! — by zarst

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Marionette
- 5  Snake Charmer
- 6  Witch
- 7  Fearmonger
- 8  Pukka
- 9  Clockmaker
- 10  Seamstress
- 11  Noble
- 12  Balloonist
- 13  Bounty Hunter
- 14  Nightwatchman
- 15  Leviathan
- 16  Dawn

FABLED, JINXES & LORIC

-  **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.
-  **Leviathan & Farmer**
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.
-  **Marionette & Balloonist**
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

FABLED

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

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Snake Charmer
- 4  Witch
- 5  Fearmonger
- 6  Pukka
- 7  No Dashii
- 8  Vigormortis
- 9  Acrobat
- 10  Sage
- 11  Professor
- 12  Farmer
- 13  Oracle
- 14  Seamstress
- 15  Balloonist
- 16  Bounty Hunter
- 17  Nightwatchman
- 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

Great it's Leviathan again! — by zarst

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		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.
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		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		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.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		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.
11		Noble Point to 3 players including one evil player, in no particular order.
12		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.
13		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
14		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
15		Leviathan Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Great it's Leviathan again! — by zarst

1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
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		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		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.
6		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7		No Dashii The No Dashii points to a player. That player dies.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
11		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
12		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.
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		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.
15		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.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		Nightwatchman The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
18		Leviathan Change the Leviathan Day reminder for the next day.
19		Dawn Wait for a few seconds. End the Night Phase.