Five Nights at Levi's v2.0.1 *by Madeline*

Djinn

TOWNSFOLK

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

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

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

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

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

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

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.

Undertaker
Each night*, you learn which character died by execution today.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

OUTSIDER

Saint
If you die by execution, your team loses.

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

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.

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

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

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

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

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

DEMON

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

Five Nights at Levi's — by Madeline

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Widow
7. Pixie
8. Amnesiac
9. Empath
10. Fortune Teller
11. Clockmaker
12. Dreamer
13. Balloonist
14. Mathematician
15. Leviathan
16. Dawn

FABLED, JINXES & LORIC

Leviathan & Mayor

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Mathematician & Drunk

The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Marionette & Balloonist

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

Mathematician & Marionette

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

FABLED

Djinn

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

RECOMMENDED TRAVELLERS

Thief

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

Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Barista

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

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Sweetheart
4. Amnesiac
5. Empath
6. Fortune Teller
7. Undertaker
8. Dreamer
9. Balloonist
10. Mathematician
11. Leviathan
12. 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

Five Nights at Levi's — by Madeline

1 D
Dusk
Start the Night Phase.

2 M
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 D
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
Poisoner
The Poisoner points to a player. That player is poisoned.

6
Widow
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7
Pixie
Show the Pixie 1 in-play Townsfolk character token.

8
Amnesiac
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

10
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

11
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

12
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13
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.

14
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

15
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

Five Nights at Levi's — by Madeline

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

2 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Sweetheart**
Choose a player that is drunk.

4 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

6 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

7 **Undertaker**
If a player was executed today: Show that player's character token.

8 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

9 **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.

10 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

11 **Leviathan**
Change the Leviathan Day reminder for the next day.

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