

# We don't talk about Levi

## Townfolk



### Investigator

You start knowing that 1 of 2 players is a particular Minion.



### Noble

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



### Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extra Village Idiots is drunk]



### Apothecary

Each night, choose a player: selected Townsfolk are sober, healthy and cannot receive false information until dusk.



### Amnesiac

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



### Balloonist

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



### Nightwatchman

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



### High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



### Genius

Each night, choose a good character: you have that ability until you choose again. You are drunk every other night.



### Seamstress

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



### Coachman

Each day, choose a 1 word topic on which the Storyteller tells you 1 fact. If an alive neighbour is evil, you get false info.



### Astrologer

Each day, ask the Storyteller to tell you 1 piece of false information.



### Magician

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



### Queen

If both of your neighbours are good, they learn who you are. Anyone mad about a Queen being in-play might be executed.

## Outsiders



### 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.



### Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### 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.



### Hermit

You have the ability of every other outsider. [No other outsiders]

## Minions



### Cerenovus

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



### Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



### Amaniti

Your neighbours falsely register to good players' abilities.



### Marionette

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

## Demons



### Leviathan

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

\* Each night except the first night.