Leviaxaan (Eggs in a Basket Approved) *by Navean*

Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



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



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



King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



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



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

OUTSIDERS



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Snitch
Each Minion gets 3 bluffs.



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



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



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.

MINIONS



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Xaan
On night X, all Townsfolk are poisoned until dusk. **[X Outsiders]**



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



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

DEMONS



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

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* Not the first night

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FIRST NIGHT

- Dusk
- Boffin
- Poppy Grower
- Minion Info
- Snitch
- Lunatic
- Demon Info
- King
- Marionette
- Xaan
- Snake Charmer
- Mezepheles
- Seamstress
- Steward
- Balloonist
- Shugenja
- Village Idiot
- Nightwatchman
- Ogre
- High Priestess
- Dawn
- Leviathan



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



The Demon cannot have the Ogre ability.



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.



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



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

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

OTHER NIGHTS

- Leviathan
- Dawn
- High Priestess
- Nightwatchman
- King
- Village Idiot
- Balloonist
- Seamstress
- Lunatic
- Mezepheles
- Snake Charmer
- Xaan
- Poppy Grower
- Dusk

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Dusk	Start the Night Phase.
Boffin	Wake the Boffin and the Demon. Show the **THIS CHARACTER SELECTED YOU** & Boffin tokens, then the not-in-play good character token.
Poppy Grower	Skip Minion Info and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Snitch	Wake each Minion. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play character tokens.
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
King	Wake the Demon: Show the **THIS PLAYER IS** & King tokens, then point to the King.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Xaan	If X is 1, mark the Xaan with the **X** reminder token. ● ●
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●
Mezepheles	Show the secret word.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Steward	Point to the player marked **KNOW**.
Balloonist	Point to any player. ●
Shugenja	Point clockwise or anticlockwise.
Village Idiot	If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
Nightwatchman	The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●
Ogre	The Ogre chooses a player. ●
High Priestess	Point to a player.
Dawn	Wait for a few seconds. End the Night Phase.
Leviathan	Announce that the Leviathan is in play. ●

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poppy Grower	If the Poppy Grower died today or tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.
Xaan	Change the Xaan reminder token to the relevant night. If it is night X, mark the Xaan with the **X** reminder token. ● ●
Snake Charmer	The Snake Charmer chooses a player. If they chose the Demon: Show the **YOU ARE** & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the **YOU ARE** and Snake Charmer tokens & give a thumbs up. ●
Mezepheles	If a good player said the secret word, wake the player. Show the **YOU ARE** info token & give a thumbs-down. ● ●
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Balloonist	Point to a player with a different character type to the previously shown player. ●
Village Idiot	Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
King	If the dead equal or outnumber the living, show the character token of a living player.
Nightwatchman	The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target. Show the **THIS PLAYER IS** & Nightwatchman tokens, then point to the Nightwatchman. ●
High Priestess	Point to a player.
Dawn	Wait for a few seconds. End the Night Phase.
Leviathan	Change the Leviathan reminder token to the relevant day. ● You may announce that the Leviathan is in play.

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