

Keep exploding and nobody talks v1.0.0 by eggY447

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Ballooning

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



Village Idiot

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Flowergirl

Each night*, you learn if a Demon voted today.



Innkeeper

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



Gambler

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



Acrobat

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



Lycanthrope

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



Alsaahir

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



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDER



Recluse

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



Golem

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



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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.

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.



Xaan

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



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)

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Pukka

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



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Widow
- 5  Pukka
- 6  Grandmother
- 7  Balloonist
- 8  Cult Leader
- 9  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Gambler
- 4  Scarlet Woman
- 5  Lycanthrope
- 6  Legion
- 7  Pukka
- 8  Po
- 9  Acrobat
- 10  Moonchild
- 11  Grandmother
- 12  Flowergirl
- 13  Balloonist
- 14  Cult Leader
- 15  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

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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		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.
5		Pukka The Pukka points to a player. That player is poisoned.
6		Grandmother Show the marked character token. Point to the marked player.
7		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.
8		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		Legion Choose a player, that player dies.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die
9		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
10		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
11		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		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.
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Dawn Wait for a few seconds. End the Night Phase.