Kaboom v1.0.1 *by Scuba Steve*

Doomsayer · Sentinel · Storm Catcher

TOWNSFOLK



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



Alchemist
You have a not-in-play Minion ability.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



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



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



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



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDER



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



Tinker
You might die at any time.

MINION



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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.

DEMON



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Snake Charmer
7. Fearmonger
8. Amnesiac
9. Noble
10. Bounty Hunter
11. Cult Leader
12. Dawn

FABLED, JINXES & LORIC

FABLED



Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.

LORIC



Storm Catcher

Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Gambler
4. Snake Charmer
5. Fearmonger
6. Lycanthrope
7. Shabaloth
8. Po
9. Al-Hadikhia
10. Assassin
11. Gossip
12. Amnesiac
13. Tinker
14. Moonchild
15. Bounty Hunter
16. Cult Leader
17. 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	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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**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.
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		**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		**Noble** Point to 3 players including one evil player, in no particular order.
10		**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.
11		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   Poppy Grower
   If the Poppy Grower has died, show the Minions/Demon who each other are.
3. 
   Gambler
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. 
   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.
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. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
7. 
   Shabaloth
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
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. 
   Al-Hadikhia
   The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
10. 
    Assassin
    If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
11. 
    Gossip
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12. 
    Amnesiac
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
13. 
    Tinker
    The Tinker might die.
14. 
    Moonchild
    If the Moonchild used their ability to target a player today: If that player is good, they die.
15. 
    Bounty Hunter
    If the known evil player has died, point to another evil player.
16. 
    Cult Leader
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
17. **Dawn**
    Wait for a few seconds. End the Night Phase.