Keeping talking and everyone explodes v1.0.0 *by Dekcin*

Sentinel Djinn

TOWNSFOLK



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



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



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



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



Pacifist
Executed good players might not die.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Tinker
You might die at any time.



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.

MINION



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



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

DEMON



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



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



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Witch
5. Pixie
6. Amnesiac
7. Grandmother
8. D — Dawn

FABLED, JINXES & LORIC

Boffin & Village Idiot

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

Boffin & Goon

If the Demon has the Goon ability, they can't turn good due to this ability.

FABLED

Sentinel

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

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Gambler
3. Monk
4. Witch
5. Shabaloth
6. Po
7. Gossip
8. Professor
9. Amnesiac
10. Tinker
11. Moonchild
12. Grandmother
13. D — 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		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
5		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
6		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
7		**Grandmother** Show the marked character token. Point to the marked player.
8	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1	D	**Dusk** Start the Night Phase.
2		**Gambler** The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		**Monk** The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4		**Witch** If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		**Shabaloth** One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		**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
7		**Gossip** If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8		**Professor** If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
9		**Amnesiac** If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
10		**Tinker** The Tinker might die.
11		**Moonchild** If the Moonchild used their ability to target a player today: If that player is good, they die.
12		**Grandmother** If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.