Ok Boom-er!!! v1.0.0 *by Jared Purfield*

Djinn

TOWNSFOLK



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Chef
You start knowing how many pairs of evil players there are.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Oracle
Each night*, you learn how many dead players are evil.



Farmer
If you die at night, an alive good player becomes a Farmer.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Soldier
You are safe from the Demon.



Pacifist
Executed good players might not die.



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



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

OUTSIDER



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



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



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



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. Sailor
5. Lil' Monsta
6. Poisoner
7. Godfather
8. Devil's Advocate
9. Librarian
10. Chef
11. Dreamer
12. Spy
13. Dawn

FABLED, JINXES & LORIC

Cannibal & Juggler

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Devil's Advocate
5. Legion
6. Lil' Monsta
7. Godfather
8. Acrobat
9. Farmer
10. Moonchild
11. Dreamer
12. Oracle
13. Juggler
14. Spy
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 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Godfather**
Show each of the Outsider tokens in play.

8  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

10  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12  **Spy**
Show the Grimoire to the Spy for as long as they need.

13 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  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4  **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5  **Legion**
Choose a player, that player dies.

6  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

7  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

9  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

10  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

11  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

12  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

13  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

14  **Spy**
Show the Grimoire to the Spy for as long as they need.

15 D **Dawn**
Wait for a few seconds. End the Night Phase.