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.

Balloonist
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 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 **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 D **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.