

Bomb Defusal v1.0

by Rohan

TOWNSFOLK

Chef



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

Noble



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

Librarian



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

Pixie



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

Balloonist



Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

Village Idiot



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

Dreamer



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

Hermit



You have all Outsider abilities. [-0 or -1 Outsider]

Drunk



You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

Sweetheart



When you die, 1 player is drunk from now on.

OUTSIDERS

Poisoner



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

Widow



On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.

Goblin



If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

MINIONS

Lil' Monsta



Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]

Imp



Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

DEMONS

Djinn



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

FABLED

Jinxes



If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

Jinxes



If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Jinxes



The Demon cannot have the Drunk ability.

Jinxes



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

Courtier



Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

Seamstress



Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Artist



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

Slayer



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

Sage



If the Demon kills you, you learn that it is 1 of 2 players.

Plague Doctor



When you die, the Storyteller gains a Minion ability.

Barber



If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Boondandy



If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

Boffin



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

Fang Gu



Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]