



Unbroken Slumber

script by Angelus Morningstar



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.



Librarian

You start knowing that 1 of 2 players is a particular Outsider (or that 0 are in play).



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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.



Gossip

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



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Professor

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



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Farmer

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



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Tea Lady

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



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Tinker

You might die at any time.



Sweetheart

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



Damsel

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



Assassin

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



Wraith

You may choose to open your eyes at night. You wake when other evil players do.



Summoner

You get 3 bluffs. On the 3rd night, choose an alive player: they become an evil Demon of your choice. [No 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.



Lleech

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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