Star Scream & Wail Music v1.0.0 *by Jared Purfield*

TOWNSFOLK



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



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



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



Pacifist
Executed good players might not die.



Soldier
You are safe from the Demon.

OUTSIDER



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



Tinker
You might die at any time.



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



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



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

DEMON



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.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

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2. M — Minion Info
3. D — Demon Info
4. Sailor
5. Lleech
6. Godfather
7. Mezepheles
8. Chef
9. Grandmother
10. Noble
11. Spy
12. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Gambler
4. Mezepheles
5. Exorcist
6. Shabaloth
7. Po
8. Vigormortis
9. Lleech
10. Assassin
11. Godfather
12. Barber
13. Sage
14. Professor
15. Tinker
16. Grandmother
17. Oracle
18. Spy
19. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

7  **Mezepheles**
Show the Mezepheles their secret word.

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

9  **Grandmother**
Show the marked character token. Point to the marked player.

10  **Noble**
Point to 3 players including one evil player, in no particular order.

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

12 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 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 
Mezepheles
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

5 
Exorcist
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

6 
Shabaloth
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

7 
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

8 
Vigormortis
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 
Lleech
The Lleech points to a player. That player dies.

10 
Assassin
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

11 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

12 
Barber
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 
Sage
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

14 
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.

15 
Tinker
The Tinker might die.

16 
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

17 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

18 
Spy
Show the Grimoire to the Spy for as long as they need.

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