





















	Chef	You start knowing how many pairs of evil players there are.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Undertaker	Each night*, you learn which character died by execution today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Atheist	The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]



OUTSIDERS

	Ogre	On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	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.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Devil's Advocate	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Baron	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Legion	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Minion info



Lunatic



Demon info



Sailor



Poisoner



Devil's Advocate



Washerwoman



Librarian



Investigator



Chef



Empath



Fortune Teller



Spy



Ogre



Dawn

FIRST

NIGHT



LGC SCRIPT 3



JINXES



If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.



The Spy registers as evil to the Ogre.



STHGIN TO

Dawn



Spy



Undertaker



Fortune Teller



Empath



Ravenkeeper



Imp



Legion



Lunatic



Devil's Advocate



Monk



Poisoner



Sailor



Dusk



RECOMMENDED



TRAVELLERS

FABLED

None available

None available