




















	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Librarian	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	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.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Oracle	Each night*, you learn how many dead players are evil.
	Soldier	You are safe from the Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Undertaker	Each night*, you learn which character died by execution today.
	Washerwoman	You start knowing that 1 of 2 players is a particular Townsfolk.
	Virgin	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	Grandmother	You start knowing a good player & their character. If the Demon kills them, you die too.




OUTSIDERS

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

MINIONS

	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Vigormortis	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]

-  Dusk
-  Minion info
-  Lunatic
-  Demon info
-  Marionette
-  Poisoner
-  Washerwoman
-  Librarian
-  Empath
-  Fortune Teller
-  Grandmother
-  Noble
-  Spy
-  Ogre
-  Dawn

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LGC SCRIPT 2



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.

RECOMMENDED



TRAVELLERS

None available

FABLED

None available



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Dawn



Spy



Oracle



Undertaker



Fortune Teller



Empath



Ravenkeeper



Grandmother



Vigormortis



Fang Gu



Imp



Lunatic



Monk



Poisoner



Dusk

