




















	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbors are evil.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Washerwoman</b>	You start knowing that 1 of 2 players is a particular Townsfolk.




## OUTSIDERS

	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Saint</b>	If you die by execution, your team loses.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.

## MINIONS

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

## DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Fang Gu</b>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	<b>Vigormortis</b>	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
-  Seamstress
-  Noble
-  Spy
-  Dawn

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## LGC SCRIPT 1



JINXES

None available

## RECOMMENDED



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None available

None available



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Dawn



Spy



Seamstress



Oracle



Undertaker



Fortune Teller



Empath



Ravenkeeper



Vigormortis



Fang Gu



Imp



Lunatic



Monk



Poisoner



Dusk

