

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.



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.



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



OUTSIDERS



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]

EMONS



Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



g 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







Ogre



Dawn

LGC SCRIPT 2



JINXES



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



The Spy registers as evil to the Ogre.







TRAVELLERS

FABLEO

None available

None available



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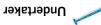
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Dawn















Fang Gu



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Lunatic



Monk Poisoner



Dusk

