

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]



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.



OUTSIDERS



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.



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

LGC SCRIPT 3



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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.



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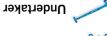
Fortune Teller

Качепкеерег











































RECOMMENDED

FABLEO

None available

TRAVELLERS

None available