

Night Order	
<i>First Night</i>	<i>Other Nights</i>
Minion Info	Scarecrow
Demon Info	Silence
Silence	Confounder
Confounder	Sommelier
Sommelier	Prophet
Myasma (poison only)	All demons (+ "cursed")
Nergal	Daredevil
Pandoras	Pessimist
Conspirator	Undercover
Omniscient	Fatalist
Fated	Visionary
Palm Reader	Telepathist
Pessimist	
Undercover	
Telepathist	

Visions of Doom 4.0		
Character	Character Type	Ability
Omniscient	Townfolk	You start knowing all characters which are either in play or bluffs. If evil publicly guesses you (once), your team loses, even if you are dead or drunk. (+1 outsider)
Disciple	Townfolk	On the first night, choose a player. If they are alive and all other living players are evil, good wins, even if you are dead.
Palm Reader	Townfolk	On the first night, choose any number of players. Learn how many of your choices are townfolk. The demon might register falsely.
Undercover	Townfolk	You are mad that you are an arbitrary character, or you might be executed. Each night, choose two alive players. Learn one character who is among them.
Telepathist	Townfolk	Each night, if no player chose you, learn how many times players were woken up tonight.
Prophet	Townfolk	Each night*, choose a player (different to last night). If the demon kills them, learn one of two players is the demon.
Scarecrow	Townfolk	Each night, choose an alive player. If you are affected by a character ability tonight, it affects them instead. The demon cannot die from this ability.
Fatalist	Townfolk	Each day, you may publicly predict one character that will be executed. At night, learn whether you were correct.
Visionary	Townfolk	Each day, you may visit the storyteller to learn a prediction that could happen before dawn. That night, learn whether it came true.
Hotshot	Townfolk	Once per game, during the day, publicly guess the character of each living player. If correct, good wins.
Guiding Light	Townfolk	Once per game at night, choose a living player. They learn that they were chosen by the guiding light.
Charmed	Townfolk	If your living townfolk neighbors are affected by other characters' abilities at night, you are affected instead.
Decoy	Townfolk	If you would be executed after being nominated by a minion, the minion dies instead.
Fated	Outsider	You are mad as an arbitrary character, or you might be executed.
Sommelier	Outsider	Each night, choose an alive player. The nearest alive townfolk (including them) is drunk until you pick someone else, even if you are dead.
Muddle	Outsider	You might register as any character.
Doomsayer	Outsider	Each day, even after death, visit the Storyteller to learn a prediction that could happen before dawn. If it does, your team loses.
Conspirator	Minion	On the first night, pick a day number. If the demon is executed that day, evil wins, even if you are dead.
Blackmailer	Minion	Each night, choose two players. The first is mad that the second is good, or they might be executed.
Silence	Minion	Each night, choose a player and guess their character. If you are correct, they are poisoned.
Hex	Minion	Townfolk who choose you at night are poisoned.
Myasma	Demon	Each night, choose a character. They are poisoned until dusk. Later each night*, choose a player. They die. (-1 outsider)
Nergal	Demon	Each night*, choose a player. They die. You start by choosing two good players. They register as a character of your choice. (+1 outsider)
Hoodwinker	Demon	Each night*, choose a player. They die. Once per game at night*, you may choose a good player. They learn you are the demon, minions become drunk. If you survive the next day, evil wins.
Pandoras	Demon	Each night*, a good player chooses a player (not self). They die. If they are not sober or choose you, someone else dies instead. Once per game, you may publicly guess this player. If correct, evil wins. *not the first night
<i>Waiting room: (roles that aren't in the script, but might be added/were recently removed)</i>		
Time Traveller	Townfolk	Once per game, during the day, publicly use your ability. The game reverts to the previous night, then you die. *This is a role I like a lot but I'm struggling to think of a way to make it bluffable and not a huge pain in the butt for STs. Open to suggestions.
Spiritualist	Townfolk	Each night, learn how many times a non-townfolk was chosen by players tonight.
Pessimist	Townfolk	On the first night, predict how many days you will survive. If you are correct, choose a character. If in play, learn it is one of two players. If not, you are drunk.
Trusted	Townfolk	Each night, learn how many townfolk are still alive.
Keisid	Outsider	You think you are a minion, but your ability malfunctions. The minions know who you are and who you target
Mediator	Townfolk	If no one chooses you at night*, learn how many steps you are from the nearest minion.
Soothsayer	Townfolk	Each day, publicly predict the number of deaths tonight. If correct, learn the character of each player who died tonight.
Augur	Townfolk	Each day, you may privately visit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.
Spirit Medium	Townfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' ability caused their death.
Herald	Townfolk	
Deathwish	Townfolk	Each night*, choose a townfolk. If in play, they die after using their ability tonight.
Informant	Townfolk	Each night, choose a townfolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.
Proxy	Outsider	Each night, choose a player who you predict will be executed tomorrow. If you are wrong half or more of the time by game's end, evil wins.
Prodigy	Townfolk	Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.
Conduit	Townfolk	Once per game, you may have the storyteller makes all choices for good players that night.
Sealbreaker	Outsider	On the first night, choose a player. You only win if they win.
Telepath		
Metalurgist	Townfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.
Moralist	Townfolk	Learn if a player changed alignment tonight.
Doomseer	Townfolk	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that night.
Paralid	Outsider	
Conformist	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.
Successor	Townfolk	Each night*, choose a good character. If they die before dusk, become that character.
Shade	Minion	Each night*, choose a player. A non-demon player they choose tonight dies.
Blustoneit	Townfolk	As long as you are publicly mad about being an in-play townfolk, you duplicate that ability. Once you lose it, you are done for good.
Sycophant	Outsider	On the first night, choose a player. You are mad about their theories being right. If you are mad about being the sycophant, you might be executed.
The Master	Townfolk	
Time Traveller	Traveler	Once per game, choose a dead player. They are resurrected but register as and are mad about being dead or else might be executed.
Eh I dunno	Townfolk	Choose a night number. If you die this night, you win. Evil will know which night this is and must choose an alive player to kill that night.
Vigil	Townfolk	Each night, how many players were chosen by at least two players.
Swindler	Traveler	Once per game at night*, choose a player. If their ability chooses a player each night*, they choose a player of your choice instead.
Philanderer	Townfolk	Each night*, choose an alive player. If they are not townfolk, they are drunk tonight and you die.
Cassandra	Outsider	Each night, learn a prophecy for the day. If it comes true, evil wins. Your ability functions after death while you are good.
Unionist	Townfolk	If any night, you are chosen by all of the good players with night abilities and no evils, good wins.
Deathwish 2.0	Townfolk	Each night*, choose a player and guess a character. If you are correct and they are good, they die at dawn.
Catalyst	Townfolk	Each night*, choose a player. They use their ability twice the next day/night. But they might die tonight.
Wayward	Outsider	Each night, choose an alive player (not you). If you choose an evil player, you become evil aligned, but you do not learn that. Each night, choose a player. If they are alive the next night, they become the evil possessed. Once a new possessed is created, the previous dies. Your choice and minions learn who you chose. Dead demons can't vote unless a good player asks them to or suggests they can't.
Omen	Minion	Each night*, choose a player. Any non-demon player who chooses them in the night dies.
Possessed	Demon	Each night, choose a player. If alive tomorrow night, they become the evil possessed. Once a new possessed is made, the old one dies. Your choice knows they've been picked. When Spirit of Ivory applies, standard night kill. (-1 minion +1 outsider)
Deathwish	Townfolk	Each night*, choose a player and guess a good character. If you are correct, they die at night.
Shade	Minion	Each night*, choose a player. A non-demon player they choose tonight dies.
Forger	Minion	Each night, choose a character type. All characters of that type falsely register as characters of another type.
Blackmailer	Minion	Each night, choose two players. The first is mad about the second is being good, or else might be executed.
Charlatan		
Solipsist		
Masochist		
Contrarian	Minion	
Prodigy	Townfolk	Once per game, at night*, guess a player and their character type. If you are correct, learn they are one of two characters.
Lord of the Night	Demon	Each night*, choose a player. They die. Then choose a player who died since dawn. They become evil aligned. Evil cannot outnumber good.
The Brazen	Demon	Each night, choose a player. Once per game at night, choose a good player. They learn you are the demon. If you survive the day, evil wins.
The Nameless	Demon	Each night, choose a player. They die. If you publicly guess every living player's character, evil wins. (Kinda pointless with omniscient)
Shapeshifter	Demon	Each night, you register as a character of your choice. Later each night*, choose a player. They die. (+1 outsider) Each night*, choose a player. They die. On the first night, choose two players (not yourself). If they are among the final four alive players, evil wins. (+1 outsider)

The Dark Eye

Each night*, choose a player. They die. You start by choosing one good player. If you are executed after they nominate you, evil wins. (+1 outsider)

Visions of Doom 2.0

Character	Character Type	Ability
Omniscient	Townfolk	You start knowing all characters which are either in play or bluffs. If an evil player publicly guesses you (once), your team loses, even if you are dead. (+1 outsider)
Devotee	Townfolk	You start knowing a good player & character. If they are the last good player alive, good wins, even if you are dead.
Palm Reader	Townfolk	On the first night, choose any number of players. Learn how many of your choices are townfolk. The demon might register falsely.
Elder	Townfolk	Each night, learn which half of the room has more evil players in it. If tied, storyteller decides.
Undercover	Townfolk	You are mad as one arbitrary character, or you might be executed. Each night, choose two alive players. Learn one character who is among them.
Visionary	Townfolk	Each day, you may visit the storyteller to learn a prediction that could happen before dawn. That night, learn whether it came true.
Fatalist	Townfolk	Once per day, you may publicly predict a character that will die before dawn. Learn whether you were correct each night.
Guiding Light	Townfolk	Each night*, choose a living player. They learn that they were chosen by the Guiding Light.
Prophet	Townfolk	Each night*, choose a player. If the demon ability kills them, learn one of two players is an alive demon.
Telepathist	Townfolk	Each night, if no player chose you, choose a character. You learn if it is in play.
Hotshot	Townfolk	Once per game, during the day, publicly guess the characters of each living player. If correct, good wins.
Charmed	Townfolk	If your living townfolk neighbors are affected by other characters' abilities at night, you are affected instead.
Scarecrow	Townfolk	Each night, choose an alive player. Players who choose you at night choose them instead. If the demon would kill itself, no one dies.
Fated	Outsider	You are mad as an arbitrary character, or you might be executed.
Sommelier	Outsider	Each night, choose an alive player. The nearest alive townfolk (including them) is drunk until you pick someone else.
Muddle	Outsider	You might register as any character.
Cassandra	Outsider	Each day, even after death, visit the Storyteller to learn a prediction that could happen before dawn. If it does, your team loses.
Conspirator	Minion	On the first night, pick a day number. If the demon is executed that day, evil wins, even if you are dead.
Blackmailer	Minion	Each night, choose two players. The first is mad that the second is good, or they might be executed.
Silence	Minion	Each night*, choose a player and guess their character. If you are correct, they are poisoned.
Hex	Minion	You learn which players and characters chose you tonight. Townfolk who choose you are poisoned.
Miasma	Demon	Each night, choose a character. They are poisoned until dusk. Later each night*, choose a player. They die.
Corruptor	Demon	On the first night, choose two players. They register as a character of your choice. Each night*, choose a player. They die. (-1 outsider)
Lord of the Night	Demon	Each night*, choose a player. They die. Then choose a player who died since dawn. They become evil aligned. Evil cannot outnumber good.
Shapeshifter	Demon	Each night, you register as a character of your choice. Later each night*, choose a player. They die. (+1 outsider) <i>*not the first night</i>
Waiting room:		<i>(roles that aren't in the script, but might be added/were recently removed)</i>
Time Traveler	Townfolk	Once per game, during the day, publicly use your ability. The game reverts to the previous night, then you die. <i>*This is a role I like a lot but I'm struggling to think of a way to make it bluffable and not a huge pain in the butt for STs. Open to suggestions.</i>
Spiritualist	Townfolk	Each night, learn how many times a non-townfolk was chosen by players tonight.
Reassurist	Townfolk	On the first night, predict how many days you will survive. If you are correct, choose a character. If in play, learn it is one of two players. If not, you are drunk.
Trusted	Townfolk	Each night, learn how many townfolk are still alive.
Impostor	Outsider	You think you are a minion, but your ability malfunctions. The minions know who you are and who you target
Mediator	Townfolk	If no one chooses you at night*, learn how many steps you are from the nearest minion.
Soothsayer	Townfolk	Each day, publicly predict the number of deaths tonight. If correct, learn the character of each player who died tonight.
Augur	Townfolk	Each day, you may privately visit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.
Spirit Medium	Townfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' ability caused their death.
Herald	Townfolk	
Deathwish	Townfolk	Each night*, choose a townfolk. If in play, they die after using their ability tonight.
Informant	Townfolk	Each night, choose a townfolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.
Blind	Outsider	Each night, choose a player who you predict will be executed tomorrow. If you are wrong half or more of the time by game's end, evil wins.
Prodigy	Townfolk	Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.
Conduit	Townfolk	Once per game, you may have the storyteller makes all choices for good players that night.
Believer	Outsider	On the first night, choose a player. You only win if they win.
Telepath		
Metalurgist	Townfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.
Moralist	Townfolk	Learn if a player changed alignment tonight.
Doomsayer	Townfolk	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that night.
Escapist	Outsider	
Antagonist	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.
Successor	Townfolk	Each night*, choose a good character. If they die before dusk, become that character.
Shade	Minion	Each night*, choose a player. A non-demon player they choose tonight dies.
Assassin	Townfolk	As long as you are publicly mad about being an in-play townfolk, you duplicate that ability. Once you lose it, you are done for good.
Sycophant	Outsider	On the first night, choose a player. You are mad about their theories being right. If you are mad about being the sycophant, you might be executed.
The Master	Townfolk	
One-Winged Angel	Traveler	Once per game, choose a dead player. They are resurrected but register as and are mad about being dead or else might be executed.
En I dunno	Townfolk	Choose a night number. If you die this night, you win. Evil will know which night this is and must choose an alive player to kill that night.
Vigil	Townfolk	Each night, how many players were chosen by at least two players.
Swindler	Traveler	Once per game at night*, choose a player. If their ability chooses a player each night*, they choose a player of your choice instead.
Phalanger	Townfolk	Each night*, choose an alive player. If they are not townfolk, they are drunk tonight and you die.
Cassandra	Outsider	Each night, learn a prophecy for the day. If it comes true, evil wins. Your ability functions after death while you are good.
Unionist	Townfolk	If any night, you are chosen by all of the good players with night abilities and no evils, good wins.
Deathwish 2.0	Townfolk	Each night*, choose a player and guess a character. If you are correct and they are good, they die at dawn.
Catalyst	Townfolk	Each night*, choose a player. They use their ability twice the next day/night. But they might die tonight.
Wayward	Outsider	Each night, choose an alive player (not you). If you choose an evil player, you become evil aligned, but you do not learn that. Each night, choose a player. If they are alive the next night, they become the evil possessed. Once a new possessed is created, the previous dies. Your choice and minions learn who you chose. Dead demons can't vote unless a good player asks them to or suggests they can't.
Omen	Minion	Each night*, choose a player. Any non-demon player who chooses them in the night dies.
Possessed	Demon	Each night, choose a player. If alive tomorrow night, they become the evil possessed. Once a new possessed is made, the old one dies. Your choice knows they've been picked. When Spirit of Ivory applies, standard night kill. (-1 minion + 1 outsider)
Deathwish	Townfolk	Each night*, choose a player and guess a good character. If you are correct, they die at night.
Shade	Minion	Each night*, choose a player. A non-demon player they choose tonight dies.
Forger	Minion	Each night, choose a character type. All characters of that type falsely register as characters of another type.
Blackmailer	Minion	Each night, choose two players. The first is mad about the second is being good, or else might be executed.
Charlatan		
Solipsist		
Masochist		
Contrarian	Minion	
Prodigy	Townfolk	Once per game, at night*, guess a player and their character type. If you are correct, learn they are one of two characters.
Lord of the Night	Demon	Each night*, choose a player. They die. Then choose a player who died since dawn. They become evil aligned. Evil cannot outnumber good.
LAWMAKING	AS	ATHING

Too heavy on the night one conspirator meta .

Visions of Doom 1.4

Character	Character Type	Ability	
Omniscient	Townfolk	See all the characters which are either in-play and bluffs. If the alive demon publicly guesses your character (once per day), evil wins. (+1 outsider)	
Palm Reader	Townfolk	On the first night, choose at least two players. Learn how many of your choices are townfolk. One player might register falsely.	
Devotee	Townfolk	On the first night, learn a character in play. If they are the last player alive besides evil, good wins. If they are chosen or die, it's you instead.	
Elder	Townfolk	Each night, learn which half of the room has more evil players in it.	
Visionary	Townfolk	Each day, you may privately visit the storyteller to learn 2 predictions that could occur before dawn. That night, learn how many came true.	
Fatalist	Townfolk	Once per day, publicly predict a character will die today or tonight. If you are correct, you learn so that night.	
Prophet	Townfolk	Each night*, choose a player. If the demon ability kills them, learn one of two players is an alive demon.	
Undercover	Townfolk	You are mad as an arbitrary character, or you might be executed. Each night*, choose two alive players. Learn one character who is among them.	
Guiding Light	Townfolk	Each night*, choose an alive player. They learn that they were chosen by the guiding light tonight.	
Scarecrow	Townfolk	Each night*, choose an alive player. Players who choose you tonight choose this player instead.	
Charmed	Townfolk	If your good alive townfolk neighbor is affected by another character ability at night, you are affected instead.	
Catalyst	Townfolk	Each night*, choose a player. They use their ability twice the next day/night. But they might die tonight.	
Hotshot	Townfolk	Once per game, during the day, publicly guess each alive player's character. If correct, good wins.	
Fated	Outsider	You are mad as an arbitrary character, or else you might be executed. If you are executed, the demon may kill an extra player that night.	
Wayward	Outsider	Each night, choose an alive player (not you). If you choose an evil player, you become evil aligned, but you do not learn that.	
Sommelier	Outsider	Each night, choose a player. The nearest townfolk (including them) is drunk until dusk. If you die, they stay drunk.	
Muddle	Outsider	You might register as any character.	
Conspirator	Minion	On the first night, pick a day number. If the demon is executed that day, evil wins, even if you are dead.	
Omen	Minion	Each night*, choose a player. Any non-demon player who chooses them in the night dies.	
Silence	Minion	Each night*, choose a player and guess their character. If you are correct, they are poisoned.	
Hex	Minion	Learn which characters choose you each night. Townfolk who choose you are poisoned.	
Miasma	Demon	Standard night kill. Each night, choose a character. They are poisoned until dusk.	
Corruptor	Demon	Standard night kill. On the first night, choose two players. They might register as evil and a minion/demon, even when dead. (-1 outsider)	
Lord of the Night	Demon	Standard night kill. Choose a player who died since dawn. They become evil aligned. (-1 minion, +1 outsider)	
Possessed	Demon	Each night, choose a player. If they are alive the next night, they become the evil possessed. Once a new possessed is created, the previous dies. Your choice and minions learn who you chose. Dead demons can't vote unless a good player asks them to or suggests they can't. (Standard night kill = Each night*, choose one player. They die)	
<i>Waiting room: (roles that aren't in the script, but might be added/were recently removed)</i>			
Time Traveler	Townfolk	Once per game, during the day, publicly use your ability. The game reverts to the previous night, then you die. *This is a role I like a lot but I'm struggling to think of a way to make it bluffable and not a huge pain in the butt for STs. Open to suggestions.	
Spiritualist	Townfolk	Each night, learn how many times a non-townfolk was chosen by players tonight.	
Pessimist	Townfolk	On the first night, predict how many days you will survive. If you are correct, choose a character. If in play, learn it is one of two players. If not, you are drunk.	
Trusted	Townfolk	Each night, learn how many townfolk are still alive.	
Rebel	Outsider	You think you are a minion, but your ability malfunctions. The minions know who you are and who you target	
Mediator	Townfolk	If no one chooses you at night*, learn how many steps you are from the nearest minion.	
Soothsayer	Townfolk	Each day, publicly predict the number of deaths tonight. If correct, learn the character of each player who died tonight.	
Augur	Townfolk	Each day, you may privately visit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.	
Spirit Medium	Townfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' ability caused their death.	
Herald	Townfolk	Each night*, choose a townfolk. If in play, they die after using their ability tonight.	
Deathwish	Townfolk	Each night, choose a townfolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.	
Informant	Outsider	Each night, choose a player who you predict will be executed tomorrow. If you are wrong half or more of the time by game's end, evil wins.	Too heavy on the night one conspirator meta .
Prodigy	Townfolk	Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.	
Conduit	Townfolk	Once per game, you may have the storyteller makes all choices for good players that night.	
Believer	Outsider	On the first night, choose a player. You only win if they win.	
Telepath	Townfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.	
Mettakurgist	Townfolk	Learn if a player changed alignment tonight.	
Moralist	Townfolk	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that night.	
Doomseer	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.	
Economist	Townfolk	Each night*, choose a good character. If they die before dusk, become that character.	
Successor	Minion	Choose a player. Any good players or characters they choose tonight die.	
Illusionist	Townfolk	As long as you are publicly mad about being an in-play townfolk, you duplicate that ability. Once you lose it, you are done for good.	
Sycophant	Outsider	On the first night, choose a player. You are mad about their theories being right. If you are mad about being the sycophant, you might be executed.	
The Master	Townfolk		
Dead Traveler	Traveler	Once per game, choose a dead player. They are resurrected but register as and are mad about being dead or else might be executed.	
Eh I durro.	Townfolk	Choose a night number. If you die this night, you win. Evil will know which night this is and must choose an alive player to kill that night.	
Vigil	Townfolk	Each night, how many players were chosen by at least two players.	
Reaper	Traveler	Once per game at night*, choose a player. If their ability chooses a player each night*, they choose a player of your choice instead.	
Philanderer	Townfolk	Each night*, choose an alive player. If they are not townfolk, they are drunk tonight and you die.	
Cassandra	Outsider	Each night, learn a prophecy. If it comes true, evil wins, even if you are dead.	
Unionist	Townfolk	If any night, you are chosen by all of the good players with night abilities and no evils, good wins.	
Deathwish 2.0	Townfolk	Each night*, choose a player and guess a character. If you are correct and they are good, they die at dawn.	