isions of Doom v8			
Character	Character Type	Ability	
Omniscient	Townsfolk	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. (+1 outsider)	
essimist	Townsfolk	On the first night, predict whether you will die at day or at night. If you are correct, choose a character that night. Learn whether they are alive and in-play.	
alm Reader	Townsfolk	On the first night, choose at least 2 players (not you). Learn how many of your choices are townsfolk. The demon might register falsely.	
ecret Light	Townsfolk	On the first night, all good players learn that you are in play and are mad that you are not, or else they might be executed.	
Indercover	Townsfolk	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.	
elepathist	Townsfolk	Each night, if no player chose you, learn one character who woke that night.	
Scarecrow	Townsfolk	Each night*, choose an alive player. Any players who choose you tonight choose that player instead. If the demon would die, you die instead.	
Prophet	Townsfolk	Each night*, choose an alive player (different to last night). If they die, learn how many evil characters are alive.	
Daredevil	Townsfolk	Each night, choose an alive player. If they are not a townsfolk, you die and are the only one to die tonight.	
Fatalist	Townsfolk	Each day, you may publicly predict one character that will be executed. At night, learn whether you were correct.	
/isionary	Townsfolk	Each day, you may visit the storyteller to learn two predictions that could happen before dawn. That night, learn how many came true.	
lotshot	Townsfolk	Once per game, during the day, publicly guess the character of each living player. If correct, good wins.	
Charmed	Townsfolk	If your living townsfolk neighbor was chosen by a player last night, you are chosen instead.	
	Townoioin		
ated	Outsider	You are mad that you are an arbitrary character or else you might be executed.	
ommelier	Outsider	Each night, choose an alive player. The nearest living townsfolk (including them) is drunk even if you are dead, until you choose someone new.	
Auddle	Outsider	Ladringin, choose an aire pays, the real string townstok (including them) is drank even in you are dead, until you choose someone new. You might register as any character.	
Cassandra	Outsider	Too might register as any claster. Each day, you may learn a prediction from the storyteller in private. If it occurs before tomorrow, your team will lose (whether you learned it or not).	
assanura	Galaidei	Loss day, you may warn a protocol non the storyteller in private. In it occurs before containew, you reall will be (when e you reall full it of 100).	
Conspirator	Minion	On the first night, pick a day number. If the demon is executed that day, your team wins, even if you are dead. If just 3 players live, you lose this ability.	
lex	Minion	On the first hight, pick a day number, if the demon is executed that day, your team wins, even if you are dead. If just 3 players live, you use this ability. Whenever a good player chooses you - either by nomination or at hight - they are poisoned and the previously poisoned player becomes sober, even if you are dead.	
Confounder	Minion	Each night, choose a non-demon player. They may register as any character until tomorrow night.	
Silence	Minion		
Silence	MITION	Each night*, choose a player and guess their character. If you are correct, they are poisoned.	
Ayasma	Demon	Each night, choose a character. They are poisoned until dusk. Then choose a player*. They die. (-1 outsider)	
·	Demon		
Vergal	Demon	Each night, choose a player. They die. You start by choosing two good players. They might register as evil & as minion or demon (+1 outsider).	
err	Demon	Each night*, choose a player. They die. Then, once per game, you may choose a good player. They learn you are the demon, minions become drunk. If you survive the next day, your team wins.	
Pandoras	Demon	On the first night, a good player is "cursed." They register as evil & minion or demon. Each night", they choose a living player, who dies. If they choose you or die, evil wins.	
Vaiting Room	(discarded or on the	verge)	
Disciple	Townsfolk	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.	
		One good player is cursed. If they die, evil wins. Each night, the cursed chooses a living player. If good, they die. If evil, another player dies. If another is mad that Pandoras	
Pandoras (old)		is in play, the next night death is arbitrary. Once per game, you may publicly guess the cursed. If correct, evil wins. (+ 1 outsider)	
lex (old)	Minion	Townsfolk who choose you at night are poisoned.	
Pessimist (old)	Townsfolk	On the first night, predict how many nights you will survive (including tonight). If correct, choose a character that night. If they are in play, learn which player is that character. If n	not,
Optimist	Townsfolk	Each night, if a player was executed, learn the name of a player of the same alignment.	
Buiding Light	Townsfolk	Each night*, choose a living player. They learn that they were chosen by the guiding light.	
lackmailer	Minion	Each night, choose two players. The first is mad that the second is good, or they might be executed.	
Vayward	Outsider	If you die, all good powers have arbitrary targets that night.	
larcissist			
Solipsist	Outsider	The Storyteller will break the rules if you are in the game. You win alone if no one finds out. You may ask the storyteller in private what rules have been broken.	
Artificer	Townsfolk	If you were not nominated today, you may choose to be the only one who dies tonight.	
		, , , , , , , , , , , , , , , , , , ,	
		At the start of the game, choose two players. If you and they are the only players alive, you win alone. The first time one would die at night, they survive.	
Oligarch	Outsider		

Night Order	
First Night	Other Nights
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	4.0	
Character	Character Type	Ability
Omniscient	Townsfolk	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	Townsfolk	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	Townsfolk	On the first night, choose any number of players. Learn how many of your choices are townsfolk. The demon might register falsely.
Undercover	Townsfolk	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	Townsfolk	Each night, if no player chose you, learn how many times players were woken up tonight.
Prophet	Townsfolk	Each night [*] , choose a player (different to last night). If the demon kills them, learn one of two players is the demon.
Scarecrow	Townsfolk	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 Visionary	Townsfolk Townsfolk	Each day, you may publicly predict one character that will be executed. At night, learn whether you were correct. Each day, you may visit the storyteller to learn a prediction that could happen before dawn. That night, learn whether it came true.
Hotshot	Townsfolk	Each day, you may visit the source to learn a preduction that could happen being dawn. That high, learn whether it came tide. Once per game, during the day, publicly guess the character of each king player. If correct, good wins.
Guiding Light	Townsfolk	Once per gains, can gains car, person greece and another of extended of extended and cardinal greece and an another of extended of extende
Charmed	Townsfolk	If your living townsfolk neighbors are affected by other characters' abilities at night, you are affected instead.
Decoy	Townsfolk	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 townsfolk (including them) is drunk until you pick someone else, even if you are dead.
Muddle Doomsayer	Outsider Outsider	You might register as any character. Each day, even after death, visit the Storyteller to learn a prediction that could happen before dawn. If it does, your team loses.
Doomsayer	Outsider	Lauf uay, even aller uealit, risit ille Storyteller to realit a preuroion nati coulo nappen vente uawit, in it uoes, your tealin uses.
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	Townsfolk 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 Pandoras	Demon 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. 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.
	Demon	Ladon ingint , a good payer chooses a player (not sell). I ney ole: if they are not sober of choose you, someone else dies instead. Once per game, you may publicly guess this player, if correct, evil wins. "not the first hight
Waiting room:		(roles that aren't in the script, but might be added/were recently removed
Time Traveler	Townsfolk	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	Townsfolk	Each night, learn how many times a non-townsfolk was chosen by players tonight.
Pessimist	Townsfolk Townsfolk	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. Each night, learn how many townsfolk are still alive.
	Outsider	Each might, ream now many curvision are suit arive. You think you are a minion, but your ability maffunctions. The minions know who you are and who you target
Trusted Reject Meditator Soothsayer	Townsfolk	Too one hooses you at high "Learn how many steps you are from the nearest minion.
Soothsayer	Townsfolk	Each day, publicly predict the number of deaths tonight. If correct, learn the character of each player who died tonight.
Augur Spirit Medium	Townsfolk	Each day, you may privately visiit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.
Spirit Medium	Townsfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' abilitity caused their death.
Herald Deathwish	Townsfolk	
	Townsfolk	Each night [*] , choose a townsfolk. If in play, they die after using their ability tonight.
Informant	Townsfolk	Each night, choose a townstolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.
Prodiov	Outsider Townsfolk	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. Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.
Conduit	Townsfolk	Conce per gaine, auriging gasse no specific makes all choices for good players that right.
	Outsider	On the first night, choose a player. You only win if they win.
Telepath Mettalurgist		
Mettalurgist	Townsfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.
Moralist	Townsfolk	Learn if a player changed alignment tonight.
Doomseer	Townsfolk Outsider	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that hight.
	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.
Successor	Townsfolk	where you have an ame evin registron, you are unknowingly evin aligned, hitely you de, you alignment is what when you deu. Each injuly, hoose a good character. If they die before dusk, become that character.
Shade	Minion	Each night, choose a player. A non-demon player they choose to injurities.
Illusionist	Townsfolk	As long as you are publicly mad about being an in-play townsfolk, you duplicate that ability. Once you lose it, you are done for good.
	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	Townsfolk	
The Prestige	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.	Townsfolk	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.
Hacker	Townsfolk Traveler	Each night, how many players were chosen by at least two players. 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	Townsfolk	Unce per game at night, choose a nighter, if their admity chooses a player each night, they choose a nighter of your choice instead. Each night, choose an alive player. If they are not towns/bit, they are drunk tonight and you die.
Cassandra	Outsider	Learning is unose an arre page. In they are not company, they are down king and you de: Each night, learn a prophecy for the day, if it comes true, evil wins. Your ability functions after death while you are good.
Unionist	Townsfolk	If any night, you are chosen by all of the good players with night abilities and no evils, good wins.
Deathwish 2.0	Townsfolk	Each night*, choose a player and guess a character. If you are correct and they are good, they die at dawn.
Catalyst	Townsfolk	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	Tach night's choose a player. Any non-demon player who chooses them in the night dies.
		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
Possessed	Demon	night kili. (-1 minion + 1 outsider)
Deathwish	Townsfolk	Each night, choose a player and guess a good character. If you are correct, they die at night.
Shade	Minion Minion	Each night*, choose a player. A non-demon player they choose tonight dies. Each night, choose a character type. All characters of that type falsely register as characters of another type.
Forger Blackmailer	Minion	Each night, choose a character type. All characters or that type failsely register as characters or another type. 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	Townsfolk	Once per game, at hight', guess a player and their character type. If you are correct, learn theiy 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 Shapeshifter	Demon	Each night, choose a player. They die. If you publicly guess every living player's character, evil wins. (Kinda pointless with omniscient)
	Demon	Each night, you register as a character of your choice. Later each night*, chooose a player. They die. (+1 outsider)
Chapterinter		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 Character	Character Type	Ability			
Omniscient	Townsfolk	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	Townsfolk	Too start knowing a good player & character. If they are the last good player alive, good wins, even if you are dead. (If outsider)			
Palm Reader	Townsfolk	On the first high choses any number of players. Learn how many of your choices are townsfolk. The demon might register falsely.			
Elder	Townsfolk	Each night, learn which half of the room has more evil players in it. If tied, storteller decides.			
Jndercover	Townsfolk	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	Townsfolk	Each day, you may visit the storyteller to learn a prediction that could happen before dawn. That night, learn whether it came true.			
Fatalist	Townsfolk	Once per day, you may publicly predict a character that will die before dawn. Learn whether you were correct each night.			
Guiding Light	Townsfolk	Each night*, choose a living player. They learn that they were chosen by the Guiding Light.			
Prophet	Townsfolk	Each night*, choose a player. If the demon ability kills them, learn one of two players is an alive demon.			
Telepathist	Townsfolk	Each night, if no player chose you, choose a character. You learn if it is in play.			
Hotshot	Townsfolk	Once per game, during the day, publicly guess the characters of each living player. If correct, good wins.			
Charmed	Townsfolk	If your living townsfolk neighbors are affected by other characters' abilities at night, you are affected instead.			
Scarecrow	Townsfolk	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 townsfolk (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. Townsfolk 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*, chooose a player. They die. (+1 outsider)			
- apoornitor		(+ rousses) not the first night			
Waiting room:		(roles that aren't in the script, but might be added/were recently removed			
Time Traveler	Townsfolk	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	Townsfolk	Each night, learn how many times a non-townsfolk was chosen by players tonight.			
Pessimist	Townsfolk	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	Townsfolk	Each night, learn how many townsfolk are still alive.			
	Outsider	You think you are a minion, but your ability malfunctions. The minions know who you are and who you target			
Meditator	Townsfolk	If no one chooses you at night*, learn how many steps you are from the nearest minion.			
Soothsayer	Townsfolk	Each day, publicily predict the number of deaths tonight. If correct, learn the character of each player who died tonight.			
Augur	Townsfolk	Each day, you may privately visiit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.			
Spirit Medium	Townsfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' ability caused their death.			
Herald	Townsfolk				
Deathwish	Townsfolk	Each night*, choose a townsfolk. If in play, they die after using their ability tonight.			
Informant	Townsfolk	Each night, choose a townsfolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.			
	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 or	ne conspirator m	neta.
Prodigy	Townsfolk	Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.			
Conduit	Townsfolk	Once per game,you may have the storyteller makes all choices for good players that night.			
	Outsider	On the first night, choose a player. You only win if they win.			
Eclever Telepath Mettalurgist Moralist					
Mettalurgist	Townsfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.			
Moralist	Townsfolk	Learn if a player changed alignment tonight.			
Doomseer	Townsfolk	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that night.			
	Outsider				
	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.			
Successor	Townsfolk	Each night [*] , choose a good character. If they die before dusk, become that character.			
Snace	Minion	Each night", choose a player. A non-demon player they choose tonight dies.			
	Townsfolk Outsider	As long as you are publicly mad about being an in-play townsfolk, you duplicate that ability. Once you lose it, you are done for good.			
The Master	Townsfolk	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 Prestice	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.	Townsfolk	Choose a night number if you die this night you win. Evil will know which night his is and must choose an alive player to kill hat night.			
Vigil	Townsfolk	Checke of high name and you are set in the set in the set international and the set of account of pays, to have the regime in the set in the set in the set of account of the set of the set of account of the set of the se			
Hacker	Traveler	Conce per game at hight, choose a player. If their ability chooses a player each night, they choose a player of your choice instead.			
Philanderer	Townsfolk	Each night, choose an alive player. If they are not townsfolk, 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	Townsfolk	If any night, you are chosen by all of the good players with night abilities and no evils, good wins.			
Deathwish 2.0	Townsfolk	Each night*, choose a player and guess a character. If you are correct and they are good, they die at dawn.			
Catalyst	Townsfolk	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 of once a new possessed is created, the previous dies. Your choice and minions learn who			
Oman	Minian	you chose. Dead demons can't vote unless a good player asks them to or suggests they can't. Each night", choose a player. Any non-demon player who chooses them in the night dies.			
Omen	Minion				
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	Townsfolk	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				
	Townsfolk	Once per game, at night*, guess a player and their character type. If you are correct, learn theiy are one of two characters.			
Prodigy	TOWNDIOIR				
Prodigy Lord of the Night LAWMAKING	Demon	Each night*, choose a player. They die. Then choose a player who died since dawn. They become evil aligned. Evil cannot outnumber good. A THING			

Visions of Doom 1	.4				
Character	Character Type	Ability			
Omniscient	Townsfolk	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)			
alm Reader	Townsfolk	On the first night, choose at least two players. Learn how many of your choices are townsfolk. One player might register falsely.			
evotee	Townsfolk	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.			
Ider	Townsfolk	Each night, learn which half of the room has more evil players in it.			
isionary	Townsfolk	Each day, you may privately visit the storyteller to learn 2 predictions that could occur before dawn. That night, learn how many came true.			
		Once per day, you may privately visit the storytener to learn 2 predictions that could occur before dawn. That high, learn how many came true.			
atalist	Townsfolk				
Prophet	Townsfolk	Each night*, choose a player. If the demon ability kills them, learn one of two players is an alive demon.			
Indercover	Townsfolk	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.			
Buiding Light	Townsfolk	Each night, choose an alive player. They learn that they were chosen by the guiding light tonight.			
carecrow	Townsfolk	Each night*, choose an alive player. Players who choose you tonight choose this player instead.			
harmed	Townsfolk	If your good alive townsfolk neighbor is affected by another character ability at night, you are affected instead.			
atalyst	Townsfolk	Each night*, choose a player. They use their ability twice the next day/night. But they might die tonight.			
lotshot	Townsfolk	Once per game, during the day, publicly guess each alive player's character. If correct, good wins.			
ated	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.			
/ayward	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.			
ommelier	Outsider	Each night, choose a player. The nearest townsfolk (including them) is drunk until dusk. If you die, they stay drunk.			
luddle	Outsider	You might register as any character.			
onspirator	Minion	On the first night, pick a day number. If the demon is executed that day, evil wins, even if you are dead.			
men	Minion	Each night*, choose a player. Any non-demon player who chooses them in the night dies.			
ilence	Minion	Each night*, choose a player and guess their character. If you are correct, they are poisoned.			
ex	Minion	Learn which characters choose you each night. Townsfolk who choose you are poisoned.			
liasma	Demon	Standard night kill. Each night, choose a character. They are poisoned until dusk.			
orcuptor	Domon	Standard night kill. On the first night, choose two players. They might register as evil and a minion/demon, even when dead.			
orruptor	Demon	(-1 outsider)			
ord of the Night	Demon	Standard night kill. Choose a player who died since dawn. They become evil aligned. (-1 minion, +1 outsider)			
ossessed	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.			
03303304	Demon	(Standard night kill = Each night*, choose one player. They die)			
		(Standard night kill = Lach night, choose one player. They die)			
Vaiting room:		(roles that aren't in the script, but might be added/were recently removed			
ime Traveler	Townsfolk	Once per game, during the day, publicly use your ability. The game reverts to the previous night, then you die.			
oiritualiet		*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.			
piritualist	Townsfolk	Each night, learn how many times a non-townsfolk was chosen by players tonight.			
essimist	Townsfolk	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.			
rusted	Townsfolk	Each night, learn how many townsfolk are still alive.			
ejeci Inditator	Outsider	You think you are a minion, but your ability malfunctions. The minions know who you are and who you target			
	Townsfolk	If no one chooses you at night*, learn how many steps you are from the nearest minion.			
oothsayer	Townsfolk	Each day, publicly predict the number of deaths tonight. If correct, learn the character of each player who died tonight.			
ugur	Townsfolk	Each day, you may privately visiit the storyteller and name a player. The storyteller tells you whether they would be a helpful execution for good.			
pirit Medium	Townsfolk	Each night*, learn which players died. Choose one player. Learn that one of two characters' ability caused their death.			
erald	Townsfolk				
eathwish	Townsfolk	Each night*, choose a townsfolk. If in play, they die after using their ability tonight.			
formant	Townsfolk	Each night, choose a townsfolk. Learn they are one of two players. Characters not in-game will falsely register as in-game.			
	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 conspirato	or meta .
odigy	Townsfolk	Once per game, at night, guess the type of role an alive player is. If you are correct, you learn their character.			
onduit	Townsfolk	Once per game, you may have the storyteller makes all choices for good players that night.			
	Outsider	On the first night, choose a player. You only win if they win.			
elepath					
ettalurgist	Townsfolk	If you do not die, evil cannot win. You cannot die at night. One evil player knows you are in play.			
oralist	Townsfolk	Learn if a player changed alignment tonight.			
omseer	Townsfolk	Before nominations are open each day, publicly predict who will be executed. If you are correct, learn one alive character that night.			
	Outsider				
	Outsider	While you have an alive evil neighbor, you are unknowingly evil aligned. After you die, your alignment is what when you died.			
	Townsfolk	Each night*, choose a good character. If they die before dusk, become that character.			
ade					
	Minion	Choose a player. Any good players or characters they choose tonight die.			
ISIONISE	Townsfolk	As long as you are publicly mad about being an in-play townsfolk, you duplicate that ability. Once you lose it, you are done for good.			
And presents	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.			
ie Master	Townsfolk				
	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.			
	Townsfolk	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.			
h I dunno.	Townsfolk	Each night, how many players were chosen by at least two players.			
ne Master ne Prestige h I dunno. igil					
n I dunno. gil acker	Traveler	Once per game at night*, choose a player. If their abliity chooses a player each night*, they choose a player of your choice instead.			
gil acker hilanderer	Traveler Townsfolk	Each night*, choose an alive player. If they are not townsfolk, they are drunk tonight and you die.			
gil acker hilanderer assandra	Traveler				
h I dunno. gil acker hilanderer assandra nionist	Traveler Townsfolk	Each night*, choose an alive player. If they are not townsfolk, they are drunk tonight and you die.			