

# DIRECTED CHAOS

## Townfolk



**Bookkeeper** – You start knowing that one of two players is a particular character.



**Elder** – You start knowing one of the evil characters in play and that some players are not this character; one player for demon and two players for minion.



**Line Cook** – You start knowing how many players are townfolk.



**Chemist** – Each night, choose a player other than yourself. The first minion who interact with the target is drunk until dusk.



**Mentalist** – Each night, choose a player (not yourself or your direct neighbor). You learn if that player's direct neighbors have at least one evil alive player. If only three players remain, you learn how many are evil.



**Astrologer** – \*Each night, choose two characters of the same type other than your own. You learn if any of those characters have voted.



**Grave Digger** – \*Each night, choose a player. If they are dead, you learn their character and alignment.



**Medic** – \*Each night, choose a player. They are safe from the demon tonight. You cannot choose the same player two nights in a row.



**Reporter** – \*Each night, choose a player. If they are a demon, they learn who you are. If they successfully kill a player, you learn that they killed a player. You cannot choose the same player two nights in a row.



**Sharpshooter** – Once per game during the day, choose a player. If they are evil, they die. The demon is safe if other evil players are alive.



**Azure One** – If a townfolk character that is not a first night only ability dies, you become that character. This ability detects a player's true character.



**Black Knight** – You are safe from the demon. If the demon targets you, wake up and choose a player. If they are evil but not the demon, they die. You may register as any evil minion to townsfolk.



**Secret Agent** – If only two players are alive, your team wins. The first time you are targeted by the demon, their ability malfunctions and another player dies. You are undetectable and untargetable on night one, targeting a neighbor if targeted by another player.

## Outsiders



**Conspiracist** – \*Each night, choose an alive player (not yourself) and a character. Incorrect guesses cause good players to become drunk until dusk and evil players can choose a player and the evil team learns their character. You cannot choose the same player more than once.



**Betrayer** – If you are executed, you become evil.



**Commoner** – At the start of the game, the evil team learns who you are.



**Imposter** – You believe you are a townsfolk that is in play but your ability malfunctions.

## Minions



**Hypnotist** – On the first night, choose a good player. They are now evil until you die.



**Illusion** – Each night, choose a player. This player will register as an Illusion until dusk to good players.



**Ghost Dancer** – Each night, you learn the characters of your closest living good neighbors and their current statuses. You do not count towards the player count for win conditions. [Outsiders +1]



**Tentacle Monster** – Your two closest good neighbors are poisoned. \*Each night, two different players are poisoned, one clockwise and one counterclockwise, to the next good player.

## Demons



**Dungeon Keeper** - \*Each night, choose a player: they die. If you die and at least one minion is

still alive, you choose a minion to assign kills and the game continues until one more minion is executed.



**Little Devil** - \*Each night, choose a player: they die. If a minion is chosen, you will swap characters with them and one of the closest good neighbors will be targeted.



**Dark Lord** - \*Each night, choose a player: they die. [Outsiders +2 but not exceeding 4]



**Enchantress** - \*Each night, choose a player: they die. Your first townsfolk or outsider targeted is turned evil and does not die if the attack is successful. [Outsiders -1]

## Travelers



**Chaos** – Each night, you change alignment. If you start evil, you do not learn which player is the demon.



**Shield Maiden** – Each night, choose a player other than yourself. This player cannot die until the next night. You cannot choose the same player you chose the night before.

**Scapegoat** - If a player of your alignment is executed, you might be executed instead.

**Judge** - Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

**Deviant** - If you were funny today, you cannot be exiled.

## The Details

**Townsfolk:** The idea behind these characters is to offer a lot of familiar variety. There are a couple of different traps set for the evil team, along with other types of utility and a variety of information gathering characters. The demon will need to tread carefully when choosing targets. They could lose a minion to the wrong target, lose kills, have kills deflected, or be seen in the act.

## **Bookkeeper**

Inspiration:

Most day one roles from TB, all wrapped into one.

Story:

*Keeping good records is always important. Although the town is small, they do have one person who very aware of who is in town. She also happens to love books!*

Basics:

Your starting knowledge can include any character, including the demon! (By the way, storytellers, PLEASE do not put the real demon in their information.) Depending on your information, you may want to keep it to yourself. If you learn about a minion, it may be better to wait until one of the people dies to the demon. If it is a townsfolk or outsider, you may want to speak with them privately and see what they say. You could also just lie and use your “authority” to kill a player who you suspect of being evil. No one really knows what information you have.

If your ability malfunctions, you may learn a character that is not either of the two players.

Notes:

- A Bookkeeper can learn any character in the game.
- There are many roles that can make them receive very false information, such as Illusion, Black Knight, and malfunction abilities.

Reminders:

Correct - This is the character and player who is correctly detected by the Bookkeeper.

Decoy - This player is not the character detected by the Bookkeeper.

Elder

Inspiration:

The Grandmother from BMR is the main inspiration.

Story:

*Very few people have been around as long as the Elder. He has seen many things, including those who terrorize this small town.*

Basics:

The Elder’s information is simple. You can start knowing either the demon or a minion, which gives you information on what to look out for. You can also be sure that two players are not this character.

If your ability malfunctions, you may learn incorrect evil character info.

Notes:

- If a Black Knight is in play, the Elder can learn any minion role as they can appear as any of them.
- If an Illusion is in play and you detect an Illusion, both the target and the actual Illusion cannot

be in their undetected information.

Reminders:

Seen - This is the character the Elder is told.

No (2) - These players are not the character with the Evil token. They can be evil players, but just not the specific one with the Evil token.

## Line Cook

Inspiration:

I was attempting to make something like a Chef, but this is what I settled with that did not seem wildly overpowered. Originally, I was going to have them detect a pattern of four player alignments.

Story:

*The Line Cook prepares much of the food in the local restaurant. He realized that there are different styles of food preferred by different types of people and takes a mental note.*

Basics:

Your information allows you to start putting together a puzzle. It might be a bit weird at first, but there are many abilities that cause this number to fluctuate. The more your team learns about the evil team, the more useful your information can be.

If your ability malfunctions, you learn a random number.

Notes:

- This number is altered by many different things in the game, such as the Illusion, Black Knight, and the Dark Lord.

## Chemist

Inspiration:

Needed a role that messes with minion, like Minstrel but with targeting.

Story:

*Science has advanced to the point where it can work on both the natural and the supernatural.*

Basics:

The Chemist is there to protect someone from minion abilities. If you can successfully locate a powerful role, you can protect them from getting false information and prevent their abilities from failing in most cases. If there are multiple minions, the first minion to affect your target is drunk only, and the next one will still affect them. This will be easier on day two if first day abilities have revealed

themselves. However, be careful, as your ability has no affect on evil players. This could be useful as if they do get wrong information or claim to be detected incorrectly, you know that it should not normally be possible unless two minions targeted them at the same time, or it is an Imposter.

If your ability malfunctions, your ability has no effect.

Notes:

- This has no affect on the Hypnotist ability due to it affecting someone first in turn order.
- If the Tentacle Monster targets the Chemist's target, neither target of the Tentacle Monster is poisoned, but the poisons will continue to move as normal the next night.
- If the Ghost Dancer is next to the Chemist's target, they can be shown false information about both players next to them.

Reminders:

Chemist – This player causes the first minion to affect them to be drunk and is unaffected by that ability.

Drunk – This minion has been made drunk until dusk.

## Mentalist

Inspiration:

This is an Amnesiac ability that I have seen multiple times in larger games.

Story:

*Not everyone believes in supernatural abilities, especially those who claim to detect auras. There is something different about the Mentalist, as she can sense something at night that others do not seem to notice.*

Basics:

Your information is very valuable. Being able to detect evil players directly, including the demon, makes you incredibly useful and dangerous to the evil team. You may need to check the same person multiple times if one of their neighbors is dead to see if you made the right choice. However, learning that someone's neighbors are not evil could be one of the most useful things you could learn.

If your ability malfunctions, you may be told yes or no regardless of the alignments of detected players.

Notes:

- The Black Knight may be detected as evil.
- Players affected by the Illusion will be detected as evil.

## Astrologer

Inspiration:

This character is based on the Flower Girl but can check different characters.

Story:

*Some people do astrology for fun, some take it too seriously, and some disregard it as pseudo-science. However, this one knows that she is seeing something at night when she looks at the stars. She is not sure what, but she feels that it has something to do with those around her.*

Basics:

Your information can prove valuable. You can detect what characters are not likely to exist in the game, especially if you know most people voted. The longer you live, the more information you can use to call out bluffs. Your team may also be bluffing, so be careful when calling out people. Give them a second chance occasionally.

If your ability malfunctions, you will randomly receive a yes or no.

Notes:

- The Black Knight may not register correctly.
- Astrologer can verify dead people if they use their vote token.
- Receiving a no answer means most likely neither character is in play.

Reminders:

Voted - This player has voted during the day.

## Grave Digger

Inspiration:

This is an Undertaker who can just choose to target someone other than an executed person.

Story:

*There are always jobs that people generally do not enjoy doing, but someone must do it. While he must bury people as part of his job, he has been known to dig them back up as well. Not sure why, but he has become quite skilled at identifying dead bodies.*

Basics:

Your goal is to find out who is dead. You can guess at who you think is going to die and see who they are if it happens, but it is much safer to check someone who you know is already dead. This can be useful if a good player killed by a Sharpshooter or a Black Knight really wants you to validate them, so you have options available to you.

If your ability malfunctions, you may learn any alignment and any character.

Notes:

- The Grave Digger can check the same person again if they believe someone is messing with your information.
- The Grave Digger can check players who were killed by the Sharpshooter to see if they were evil.

## Medic

Inspiration:

This is the Doctor from Mafia, who is like the Monk.

Story:

*The Medic claims that he saved a town from organized crime in the past. He now resides in a new town in order to lend his services once again to be bane of a killer's existence.*

Basics:

The medic can protect themselves, so if you do not have any good targets the second night, you are a great target. Afterward seek out the best protection targets as much as possible. You can make a huge difference if used correctly.

If your ability malfunctions, your target will not be protected, and they will die when attacked by a demon.

Notes:

- A Medic can protect themselves if they do not have any good targets.
- Protected players are not safe from the Black Knight, as they are not a demon.

Reminders:

Safe - This player is safe from the demon.

## Reporter

Inspiration:

Based on the Exorcist.

Story:

*Staying on the front line of scene, the Reporter investigates over night and shares her story during the day. Being at the right place at the right time provides a lot of valuable information.*



## Basics:

Your job is to specifically scare the demon to not attack and clear people who are not demons. A demon who knows you are watching is much more unlikely to attack you, but there are many reasons why kills do not happen when you choose someone, so be careful when calling out someone as being a scared demon. However, if you die, that could also be a sign that you found the demon and they do not want you to confirm them or you were randomly killed.

If your ability malfunctions, you will randomly learn that the player has successfully killed someone.

## Notes:

- The Reporter can detect a Black Knight successfully killing someone; however, the Black Knight will not be aware that they are being watched.
- The demon can choose not to kill if they know they are being watched.
- If the demon attacks at Reporter, the Reporter is not notified of a successful kill.
- If the demon does not successfully kill a target or the Enchantress only converts someone to evil, then the Reporter is not notified of a successful kill as there was no kill.

## Reminders:

Watched – The Reporter will know if this player successfully killed another player.

## Sharpshooter

### Inspiration:

It is the Slayer but slightly different.

### Story:

*For a small town, there is an unusual lack of firearms. A town full of evil magic or shady characters should normally be more protected. But one person in town fills this much needed role and is unusually good at knowing who he should kill.*

There is no method for saying protected for long periods of time, so you may want to do your job early. If you succeed, whether it killed minion or townsfolk, you can be trusted. If you fail, who knows? No pressure.

## Notes:

- A Sharpshooter can kill anyone affected by the Illusion or a Black Knight.
- If the attack fails due to malfunction, it is considered used.

## Reminders:

Used - The Sharpshooter has used their ability and can no longer use it.

## Azure One

### Inspiration:

This character is a good Scarlet Woman. This idea inspired me to create this script.

### Story:

*There is something mysterious about this person. No one knows how they got here, what they sound like, or what skills they have. However, they have an uncanny connection to others in the town. It is both strange and comforting.*

### Basics:

Even if you die immediately, it is fine. You have no ability when the game starts, so nothing is really lost. However, if someone valuable dies, you will replace them and learn that they are good. It works in the order in which they die, so the first townsfolk dead will be replaced. This will inform you that at least one person is good who died, and you can speak with them to get the previous information if it was not shared.

If your ability malfunctions, you do not become the character that died. The next time an eligible character dies and you are not drunk/poisoned, you will become that character instead.

### Notes:

- The Azure One will copy the first eligible character if they are sober. If not sober, they will copy the next eligible character once they are sober and copy that instead.
- This ability ignores the effects of characters like Black Knight or Illusion. They will always copy the character successfully.
- They will wake up again as the new character at night if that character would have normally woken up.
- They will register as the character they have turned into under normal conditions.
- This ability does not function on the Enchantress ability to convert players to evil, as the player is not dead. However, the evil player is still a townsfolk and the Azure One will still get their character if possible.

### Reminders:

Copy - The Azure One is functioning as the copied character.

## Black Knight

### Inspiration:

This character is like a meaner Soldier that is mixed with Recluse.

### Story:

*There are many suspicious people in every town, but none as suspicious as those who used to work for demons. The Black Knight now works for good and has the advantage of knowing the demon's tricks. But can he convince everyone else?*

You are safe from demons, but you are not safe town. Town may have a hard time verifying who you are, but at the same time you are very powerful. If targeted by a demon, test someone. If they do not die, then they are most likely good. If they do die, then most likely they were evil. There can be the potential for weird interactions. The demon also cannot be sure why you did not die, so maybe you can continue to get good information.

If your ability malfunctions, you will die to a demon attack if not otherwise protected. If you are protected by another character, you do not wake up when attacked.

Notes:

- Anyone affected by the Illusion will die to a Black Knight's attacks.
- Anyone who does not die to this ability must not be a evil aligned non-demon as the Black Knight only wakes up if they are not poisoned or drunk.

Reminders:

Die - This target is attacked by the Black Knight and will die.

[Secret Agent](#)

Inspiration:

They have a similar ability as the Mayor.

Story:

*If there is one thing a demon should fear, it is someone who wants to face them head on. With a particular set of skills and the right tools for the job, he is prepared to defeat the final boss.*

Basics:

Surviving to the end is very difficult, but the decision you need to make at that point is very simple. If you are not poisoned, just kill anyone else. If it is the demon, you win. If it is not the demon, you still win! This is a very scary situation for the evil team as they must kill you. Find a way to not be a target and you will give the demon a very unfortunate surprise.

If your ability malfunctions, you lose if only you and the demon are alive. You will also die when attacked by the demon the first time.

Notes:

- Any ability that targets them night one bounces to a good neighbor.

- If the demon, Ghost Dancer, and good Secret Agent are all alive, the good team wins with “two” players being alive.
- If the Secret Agent is turned evil and the demon dies in final three, being that the Secret Agent’s passive activates here and their alignment is evil, the evil team wins.

Reminders:

Used - The Secret Agent cannot malfunction a demon again.

**Outsiders:** As usual, the outsiders are a nuance to town. These outsiders are designed to be good bluffs for the evil team. A double claim with conflicting information could be townsfolk, outsider, or minion. You could simply execute all the outsiders like the Conspiracist, Betrayer, and Commoner, but if there is a Dark Lord in play, these are most likely players on your team. If there is an Enchantress, then they are most likely lying, but you need to know the demon’s character before you hand evil an advantage.

### Conspiracist

Inspiration:

No real inspiration, but I wanted something evil can bluff to get information from people.

Story:

*Some people are just a nuance! Always going on and on about things that can’t possibly be true! Listening to their nonsense drives people to drink, but some bad people have found a way to gain information through them.*

Basics:

Being alive means the town must trust you or risk being drunk a lot more than normal. Of course, they can kill you, but it is a waste of an execution. Guessing wrong on a minion who is lying to you is worse, as they can figure out who to target. It may be worth your time to attempt to get killed by the demon by bluffing a better role. Even if good executes you because of this, you will not be harming the team.

If your ability malfunctions, your night action has no effect on other players.

Notes:

- Targeting players with night one only abilities will have no effect on them.
- Checking a Black Knight correctly will always work. This is for balance reasons as otherwise the Black Knight could never be checked.
- Checking someone affected by the Illusion and guessing that they are not the Illusion will make them drunk if they are on the good team.
- If all alive players have been chosen, the Conspiracist will not wake up.

Reminders:

Drunk - This player is drunk until dusk because they were incorrectly guessed.  
Checked - This player cannot be chosen again.

## Betrayer

Inspiration:

They are like the Saint mixed with the Goon.

Story:

*A sign of good character is a willingness to make sacrifices for the good of the community. What if someone just does not care so much? What if they like being alive and think all this killing is not for them? If those who claim to be the Betrayer's friends kill them, then it is their turn to make sure the town also suffer.*

For the most part, you do not really do anything interesting unless you are executed, in which case your ghost vote is going to killing a good player instead. The good team has a lot of reason to work with you, as they could be overwhelmed by evil for making a wrong decision.

If your ability malfunctions, you remain on the good team when executed.

Notes:

- If killed by any methods other than execution, they will be good. This includes being killed by a Sharpshooter or a Black Knight.
- If the Enchantress makes you evil, you are evil for the rest of the game.
- If you are executed, you will remain evil even if you were affected by a Hypnotist and they died after your execution. The token for your ability still exist even when the token for the Hypnotist is gone, making you still evil.

Reminders:

Betrayed - The Betrayer is now on the evil team due to execution.

## Commoner

Inspiration:

They are like the Villager from One Night Ultimate Werewolf or the Civilian from Mafia.

Story:

*Oh look! It is the most ordinary, simple guy in town! It is remarkable how plain and boring they are! Literally zero interesting features!*

Basics:

Enjoy the nothingness! You have no obligation to do anything! Enjoy the suspicion as the evil team knows not to mess with you, as it is ultimately pointless to do anything to you early on into the game. They already know who you are, so they will just target someone more important unless you become too trusted.

You have no ability that can malfunction.

Notes: N/A

## Imposter

Inspiration:

This character is the Drunk from TB but forced into a double claim.

Story:

*Wait, didn't we just see you a moment ago? You are one of those, too? You are the real one? How do we know that!? Oh no...*

Basics:

Being an Imposter is like being drunk and double claiming at the same time. This makes double claims much more confusing as it could be an Imposter or a minion with no bluff. Just as important as it is with a Drunk, find out if your information is good quickly before you mess up too many things or kill real townsfolk.

Your ability is always malfunctioning, so nothing changes if drunk/poisoned.

Notes:

- If the Imposter believes they are an Azure One, they can be transformed into any townsfolk when a death happens. This can be used to confirm an evil player to throw off the good team if needed.
- It is recommended not to transform them into the same thing as the real Azure One, as this would double confirm the information.
- Try to make their information clear evil players if evil needs a boost. Be sure to keep the balance.

Reminders:

Imposter - This player is the imposter and their ability always malfunctions.

**Minions:** Primarily, the minions serve the purpose of providing misinformation along with one that learns about their neighbors. The good team will need to find out which minions are in play before its too late, as the game could end suddenly at three players.

## Hypnotist

Inspiration:

Based on the Made Man from Mafia.

Story:

*Surely, you liked the show. Do you remember anything about it? No? I guess we lost track of time...*

Basics:

You get to add another player to your team. This person will be unsure as to who their teammates are, but you should not tell them. Its up to you when you mention that you are turning them evil. It may be better to reveal more information later into the game when its safer for you to do so. If you all make it to final three, you can all get the win there. Its up to you to find the right time to reveal.

If you happen to be the one who is turned evil, you have a lot of options. You could just simply tell everyone that a Hypnotist is in the game or you can keep it quiet. You may want to see how the game is playing out before you make any major decisions. Hopefully, your Hypnotist will tell the demon who you are so that you do not get killed at night. You will remain evil if you are killed, but if the Hypnotist is killed, you will turn good. If you lied to good players, you would need to go back and tell them the truth.

Also, bluffing to be hypnotized while this minion does not exist could be a good bluff. It could make sense of lies that you told earlier in the game and confuse people as to what minions are in the game. No one will really know for sure whether you were turned evil or actually evil, as you would be treated as an evil player either way. Maybe even claim that when someone else is executed that you are no longer evil. You are evil anyways, just make stuff up.

Notes:

- The person you target is treated as evil for all abilities that would detect or interact with evil players.
- The death of the Hypnotist will cause the target to turn good, but the death of the target will have no effect on alignment.
- It is not possible for the Chemist to block you due to night order. You will always be successful.

Reminders:

Evil – This player is evil until the Hypnotist dies.

## Illusion

Inspiration:

I think magicians are cool, so why not just make a minion out of it.

Story:

*Everyone loves a magic show. These illusions draw crowds from all over to witness the wonder for themselves. Kind of strange when people get home and see the magician in the mirror... that is a bit creepy, don't you think so?*

Basics:

Your ability can be used in a few ways. Other than just throwing shade onto people who are suspicious, you can manipulate how they are treated by making them able to be killed by the Black Knight or the Sharpshooter, as they register as you. You can also block a dead person from being detected correctly, making the Grave Digger question whether they are seeing a real minion or if they are being tricked, causing their ability to essentially be wasted.

Notes:

- The Illusion cannot prevent an Azure One from copying a character.
- Players targeted by the Illusion will be treated as the Illusion for all other interactions, such as alignment checks, character detection, or being targeted by a Black Knight or Sharpshooter.

Reminders:

Illusion - This player registers as the evil Illusion.

## Ghost Dancer

Inspiration:

Ghost Dancers are enemies from the Castlevania series. They are generally found in pairs dancing together and they pass through walls. Also, I reversed a property of the Zombuul. Instead of being alive while appearing dead, the Ghost Dancer appears alive while being dead.

Story:

*The town appears to be haunted. How do we know that? Strange figures can be seen moving through the walls... are we being watched!? Yes. We are being watched.*

Basics:

If you do happen to die early, its fine, as you add an outsider to the game naturally. However, you shine when it comes to final four or final five. If you survive, you do not count as a player for win conditions, meaning executing someone in the final five creates the potential for a final three with a Ghost Dancer, who is a ghost and not really there, giving evil their win condition immediately. The information you have can be very useful in determining what characters are in the game, as not only do you see your neighbor's characters but also any tokens affecting them.

Notes:

- Ghost Dancers see their living good neighbors' statuses in the grimoire, which includes the tokens affecting them.



- Being that Ghost Dancers do not count towards player counts for win conditions, if a demon, Ghost Dancer, and Secret Agent are the final three, the good team still wins, as two players are detected as existing but the Secret Agent's win condition is met.

## Tentacle Monster

Inspiration:

This is a minion version of the No Dashii except the poison moves and affects outsiders.

Story:

*What an interesting part of the show! Look, it talks, and it dances! Sure, lets shake its hand! Now why do we feel funny? Oh... its poisonous... of course... or it is venomous?*

Basics:

You poison two people at once with no input on your targets. You will be informed as to who your targets are each night. It may become obvious where you are located due to your poison patterns, but by that point, your work is already done, right?

Notes:

- The poison ability affects two players at a time. However, there is a chance that it could affect characters who are not getting information. This is fine, as the good team cannot locate the Tentacle Monster if they cannot tell who is poisoned.
- Travelers, minions, and demons are all skipped by this ability. Evil townsfolk are also poisoned.

Reminders:

Poison C - This poison starts clockwise to the Tentacle Monster and continues in this direction each night.

Poison R - This poison starts counterclockwise to the Tentacle Monster and continues in this direction each night.

**Demons:** Each demon has their own powerful tricks that they can take advantage of. The number of outsiders is very fluid, and even the amount of people on the evil team is questionable. The demon may have the ability to change positions, or maybe can die and continue the game. If you are bluffing about being an outsider, you have a lot of opportunity to confuse the good team about which demon is in play. Try and keep the outsider count ambiguous to create the most confusion.

## Dungeon Keeper

Inspiration:

This character is like having an automatic Scarlet Woman.

Story:

*Adventurers loves dungeons. For some reason, there is treasure in there, and maybe even a person to save! Well... not in this dungeon. It's all monsters, and you must kill quite a few of them. Enjoy.*

Basics:

It can be obvious that something is wrong when you die. There are many reasons why there would be no death at night. Maybe it was blocked by the Medic, maybe they targeted the Black Knight, or the demon is trying to trick everyone by targeting a dead body. You will not be able to kill anymore at this point, but maybe your minions can carry you to the finish line.

Notes:

- The action of picking a minion to assign kills replaces the kill for that night. If only one minion remains, that one minion will automatically be selected.
- If there are no minions alive when the Dungeon Keeper dies, the game is over, and evil loses. Even if there are evil travelers or a Betrayer that has been converted to evil, they do not count as they are not minions.
- The minion assigning kills wakes up twice, once for their normal action and once during the time that the demons would normally act.
- If any minion dies after the Dungeon Keeper is dead, the game is over and the good team wins, regardless if that minion was selected by the Dungeon Keeper as the killer or not.

Reminders:

Die - This player has been attacked by the demon and will die.

Killer - This minion is assigned kills, but not on the night in which they received the token.

## Little Devil

Inspiration:

Oddly enough, this character is supposed to be based on the Imp. However, during the time I came up with the script, the Little Monsta was release and is also somewhat similar.

Story:

*The only thing worse than a demon is a bunch of them. Is there even more than one? Seems like they could be anywhere at any time.*

Basics:

Your main advantage is being able to move. While this ability is useful, you must be careful as your teammates will not have your bluffs unless you provided them already. Use your ability on the minion who is trusted the most but be aware that you will automatically kill a neighbor of theirs, and if they pick up on this, you are in big trouble. This is even more risky if an Elder knows you could be in play, but you can also use that to your advantage.

Notes:

- This should target the closest good team player if a minion is targeted for a swap. For example, if there is another minion and a good player next to the minion being swapped to, the good player direct neighbor should always be attacked.
- Any minion tokens are not reset during the swap.
- The previous Little Devil after swapping with a Ghost Dancer will be able to see their new neighbors, giving them the opportunity to look around for new high priority targets.

Reminders:

Die - This player has been attacked by the demon and will die.

### Dark Lord

Inspiration:

This character is the demon form of a Baron.

Story:

*Evil comes in many forms. The corruption of money and fame seems to have even more affect in this town. Even normal people can become monsters and still look like the rest of us.*

Basics:

There is not much to say about the Dark Lord. You are particularly dangerous due to your ability reducing the number of useful roles in the. Other than that, you are basic.

Notes:

- In smaller games, do not match them up with a Ghost Dancer as that may be very rough on town.

Reminders:

Die - This player has been attacked by the demon and will die.

### Enchantress

Inspiration:

This character is loosely based on a Fang Gu with the ability to turn a player evil, but generally is supposed to like evil fictional characters with mind control powers.

Story:

*What an amazing show! Her voice is unlike anything else in this world! Of course, I will stay for the*

*next show... and the next one... and the next... and let us kill cute little animals for you now! And PEOPLE, TOO! DO EVIL THINGS!*

Basics:

The only thing worse than someone with a useful ability dying is that person being converted to the enemy team. You will have a day to look around and see who the best target would be. There will be fewer outsiders, so you will have a good chance to hit a good role that can then have them pretend to be helping town. However, they can then be detected as evil by anyone with the ability to do so. The good team may also be aware that something is strange if there is no killing night two, but there are other reasons for that. Keep in mind this cannot be used on travelers.

Notes:

- If your first attack fails to convert a player, which should only happen to a Secret Agent due to malfunctioning ability, the Enchantress's next attack will convert a player instead. This ability must trigger before they are able to kill.
- Abilities that block kills do not block the converting ability.
- Players who are converted to the evil team will register as evil.
- The Black Knight cannot be converted to evil. They will wake up and attempt a kill as normal if targeted.
- If a hypnotized player is targeted first, they will die, as they are already evil. The next attack will have the chance to convert someone. This can be used to disguise your presence.

Reminders:

Die - This player has been attacked by the demon and will die.

Charmed - This player is on the evil team.

**Travelers:** At this time, I wanted to add one traveler from each original script, along with adding a few of my own. One of my travelers is someone who you most likely want to exile due to their power, and the other you may just want to coordinate with for once. The original travelers are there as familiar options that should work well here without being overwhelming.

## Shield Maiden

Inspiration:

This character is like BMR roles that can prevent deaths and executions. The character's name is from a Warcraft 3 MOBA that was never popular. I do not remember the name, but this character's primary ability was shielding and defensive auras.

Story:

*What exactly is a "Shield Maiden?" Are you just a woman that shields things? How do you even do that? Well it appears to work perfectly, so might as well use it!*

Basics:

Your ability to protect people is unrivaled. While you cannot constantly block the same person, you do prevent all deaths, such as demon attack, Sharpshooter attacks, Black Knight attacks, and executions. If you are evil, you can protect the demon every other day. If you are good, then you might want to think twice on final three. If you protect the demon then, you might just lose. You most likely would be exiled before that happened, though.

Notes:

- As stated, this protects against all types of death, but does not protect against being converted by the Enchantress.

Reminders:

Shielded - This player cannot die by any means.

Chaos

Inspiration:

Inspired somewhat by the Goon, but is not required to be targeted.

Story:

*Wow! A disaster is headed our way! Not sure how to handle this, but at least we know that 100% of the time they are on our team 50% of the time.*

Basics:

No one is ever going to know what to do with you. It is best to figure out when the game may end and create a plan from there. It is a bit scary for someone to exile you as your team will be locked. Evil has one way to detect what team you are on, but some good players will be able to. Poison or drunk status will prevent you from changing and you can be affected by the Illusion, so it's best for both teams to leave you alive and hope you land on their team. However, you can just nominate yourself for exile and lock yourself into any team you want.

Notes:

- This character never learns demon information.
- The effect of the Illusion does not make you win with the evil team.