























TOWNSFOLK

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|  | Luna | You start knowing the greatest number of steps between evil players. |
|  | Mercury | Each night, living players may choose to visit you. That night, you learn which characters visited you. If more than half of the living players, rounded up, visit you, this info is arbitrary. |
|  | Neptune | Each night, choose 3 characters: you learn if any are in play. |
|  | Saturn | Each night, choose a living player (different to last night): if good, they cannot die tonight or tomorrow day. |
|  | Jupiter | Each night*, you learn either the characters that nominated or were nominated today (you don't know which). Either way, you learn an additional incorrect character. |
|  | Mars | Each night*, choose a player: if they are a Minion, you both die & the Demon doesn't wake tonight. |
|  | Venus | Each night*, you learn the character and gain the ability of the last player killed by the Demon. If that player is evil, you are poisoned until the Demon kills another player. |
|  | Uranus | Once per game, at night, choose a player: you learn the number of steps of living players to their nearest living evil neighbor. If they have no living evil neighbors, this info is arbitrary. |
|  | Sol | Once per game, during the day, publicly choose a player: that night, you learn their character. |
|  | Titan | If both of your alive neighbors are good, you cannot die. |
|  | Phobos | If Deimos is dead or not-in-play, you cannot die by execution. [+ Deimos] |
|  | Deimos | If Phobos is dead or not-in-play, you cannot die by execution. [+ Phobos] |
|  | Terra | If you die at night, you are woken to choose a player: if they are Townsfolk, they become Terra. |


OUTSIDERS

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|  | Eris | Each night, the Demon learns a good player and their character, starting with you. |
|  | Dysnomia | You think you are Eris, but you are not. If you are executed, a good player dies tonight & another is poisoned tonight and tomorrow day. |
|  | Vesta | The Demon has a not-in-play Minion ability, even if you die. |
|  | Ceres | 1 or 2 of your Townsfolk neighbors might be drunk, even if you die. |


MINIONS





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|--|----------|--|
|  | Charon | You start knowing a not-in-play Townsfolk. You gain that ability and might register as that character, even if dead. |
|  | Nix | Each night, the Storyteller gives you a piece of advice or information. [+0 or +1 Outsider] |
|  | Styx | Each night, choose up to 2 players: they don't wake tonight. |
|  | Kerberos | Each night, choose up to 3 players: each silently chooses to be poisoned tonight and tomorrow day, but if none are poisoned, all are poisoned. |
|  | Hydra | When you learn that you died, publicly choose 2 players: that night, 1 loses their ability & becomes evil (you learn which). |

DEMONS

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|  | Pluto | Each night*, choose a player: they die. If you die, 1 of your alive Minions becomes Pluto. |
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FABLED

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|--|------------|---|
|  | Bootlegger | This script has homebrew characters or rules. |
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  If Charon has the Phobos ability, Deimos is in play (Phobos is not).
  If Charon has the Deimos ability, Phobos is in play (Deimos is not).

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|--|-------------|--|---|----------|---|
|  | Bootlegger | + FIRST NIGHT ++ ++ ++ ++ ++ ++ ++ ++ ++ |  | Hydra | + OTHER NIGHTS ++ ++ ++ ++ ++ ++ ++ ++ ++ ++ |
|  | Minion Info | |  | Eris | |
|  | Demon Info | |  | Dysnomia | |
|  | Eris | |  | Styx | |
|  | Vesta | |  | Kerberos | |
|  | Charon | |  | Saturn | |
|  | Ceres | |  | Mars | |
|  | Styx | |  | Pluto | |
|  | Kerberos | |  | Venus | |
|  | Saturn | |  | Sol | |
|  | Luna | |  | Jupiter | |
|  | Neptune | |  | Neptune | |
|  | Uranus | |  | Uranus | |
|  | Mercury | |  | Mercury | |
|  | Nix | |  | Terra | |
| | | |  | Nix | |
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