

A Shot in the Dark

by Rohan Sarvaria

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Chef

You start knowing how many pairs of evil players there are.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Fool

The first time you die, you don't.



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

OUTSIDERS



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Gardener

The Storyteller assigns 1 or more players' characters.



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

FABLED

TRAVELERS



Pit-Hag

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Slayer

If the Slayer slays the Lleech's host, the host dies.

MINIONS



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Oracle

Each night*, you learn how many dead players are evil.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Slayer

Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Tea Lady

If both your alive neighbours are good, they can't die.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Judge

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



Scapegoat

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