

A Shot in the Dark

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TOWNSFOLK

Alchemist

 You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

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 neighbors are evil.

Fool

 The 1st 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 a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

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.

Barista

 Each night, until dusk, 1) a player becomes sober, healthy & 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.

Sentinel

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

OUTSIDERS

MINIONS

DEMONS

TRAVELERS

FABLED

LORIC

JINXES



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 neighbors 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.



Leech

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



Zombuul

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



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.

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

If the Slayer slays the Leech host, the host dies.

* not the first night