

# A Shot in the Dark

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]

OUTSIDERS



## 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.

MINIONS



## 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.

DEMONS



## 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.



## 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.

# A Shot in the Dark

FABLED



## Gardener

The Storyteller assigns 1 or more players' characters.

TRAVELERS



## 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.

JINKES



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



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



## 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.