

A Shot in the Dark – First Night

by Rohan Sarvaria



Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.



Alchemist

Show the Alchemist a not-in-play Minion token



Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



Lleech

The Lleech points to a player. Place the Poisoned reminder token.



Poisoner

The Poisoner points to a player. That player is poisoned.



Devil's Advocate

The Devil's Advocate points to a living player. That player survives execution tomorrow.



Pixie

Show the Pixie 1 in-play Townsfolk character token.



Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



Damsel

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



Chef

Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.



Empath

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



Clockmaker

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.






















Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

A Shot in the Dark – Other Nights

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	Dusk	Check that all eyes are closed. Some travellers act.
	Philosopher	If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
	Poisoner	The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
	Innkeeper	The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
	Devil's Advocate	The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
	Pit-Hag	The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
	Imp	The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
	Zombuul	If no-one died during the day: The Zombuul points to a player. That player dies.
	Fang Gu	The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
	Lleech	The Lleech points to a player. That player dies.
	Assassin	If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
	Gossip	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	Barber	If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.
	Huntsman	The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.
	Damsel	If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
	Moonchild	If the Moonchild used their ability to target a player today: If that player is good, they die.
	Empath	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	Oracle	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.