

# A Shot in the Dark – First Night

by Rohan Sarvaria



**Dusk** | None



**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

## by Rohan Sarvaria



**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.