

A Shot in the Dark - First Night

by Rohan Sarvaria



Dusk Start the Night Phase.



Barista Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Bureaucrat The Bureaucrat chooses a player.



Philosopher The Philosopher might choose a character. If necessary, swap their character token.



Alchemist Show the YOU ARE token and the character token of a Minion.



Minion Info If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Lleech The Lleech chooses a player.



Poisoner The Poisoner chooses a player.



Devil's Advocate The Devil's Advocate chooses a living player.



Pixie Show the Townsfolk character token marked MAD.



Huntsman The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Chef Give a finger signal.



Empath Give a finger signal.



Clockmaker Give a finger signal.



Dawn Wait for a few seconds. End the Night Phase.

A Shot in the Dark – Other Nights

by Rohan Sarvaria



Dusk | Start the Night Phase.



Bureaucrat | The Bureaucrat chooses a player.



Philosopher | The Philosopher might choose a character. If necessary, swap their character token.



Poisoner | The Poisoner chooses a player.



Innkeeper | The Innkeeper chooses 2 players.



Devil's Advocate | The Devil's Advocate chooses a living player.



Pit-Hag | The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



Zombuul | If no one died today, the Zombuul chooses a player.



Fang Gu | The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.



Lleech | The Lleech chooses a player.



Barista | Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Assassin | The Assassin might choose a player.



Gossip | If the Gossip is due to kill a player, they die.



Barber | If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Huntsman | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Moonchild | If the Moonchild is due to kill a good player, they die.



Empath | Give a finger signal.



Oracle | Give a finger signal.



Dawn | Wait for a few seconds. End the Night Phase.