# Shrieking in the Dark v1.0.0 *by Hodge*

Djinn

## TOWNSFOLK



### Steward
You start knowing 1 good player.



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



### Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Tea Lady
If both your alive neighbours are good, they can't die.



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

## OUTSIDER



### Recluse
You might register as evil & as a Minion or Demon, even if dead.



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINION



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



### Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### 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.



### Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Lleech
6. Poisoner
7. Snake Charmer
8. Witch
9. Fearmonger
10. Amnesiac
11. Clockmaker
12. Dreamer
13. Seamstress
14. Balloonist
15. Bounty Hunter
16. D — Dawn

## FABLED, JINXES & LORIC

**Vortox & Banshee**

If the Vortox kills the Banshee, all players learn that the Banshee has died.

**Bounty Hunter & Kazali**

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

## OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Poisoner
4. Snake Charmer
5. Witch
6. Fearmonger
7. Vortox
8. Vigormortis
9. Lleech
10. Amnesiac
11. Dreamer
12. Seamstress
13. Balloonist
14. Bounty Hunter
15. D — Dawn

## PLAYER COUNT

| PLAYERS | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| MINIONS | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| DEMONS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

# First Night

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions. |
| 3 | D | **Demon Info**<br>If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| 4 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 5 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Snake Charmer**<br>The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned. |
| 8 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 9 |  | **Fearmonger**<br>The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability. |
| 10 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 11 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 12 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 13 |  | **Seamstress**<br>The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment. |
| 14 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 15 |  | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 16 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 |  | **Poppy Grower**<br>If the Poppy Grower has died, show the Minions/Demon who each other are. |
| 3 |  | **Poisoner**<br>The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned. |
| 4 |  | **Snake Charmer**<br>The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned. |
| 5 |  | **Witch**<br>If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 6 |  | **Fearmonger**<br>The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability. |
| 7 |  | **Vortox**<br>The Vortox points to a player. That player dies. |
| 8 |  | **Vigormortis**<br>The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned. |
| 9 |  | **Lleech**<br>The Lleech points to a player. That player dies. |
| 10 |  | **Amnesiac**<br>If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 11 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 12 |  | **Seamstress**<br>If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment. |
| 13 |  | **Balloonist**<br>Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character. |
| 14 |  | **Bounty Hunter**<br>If the known evil player has died, point to another evil player. |
| 15 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |