# Dormant Shadows v1.0.0 *by Stoch (Mark)*

Djinn

## TOWNSFOLK



### 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.



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



### Empath
Each night, you learn how many of your 2 alive neighbours are evil.



### High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Oracle
Each night*, you learn how many dead players are evil.



### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



### Sweetheart
When you die, 1 player is drunk from now on.



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Preacher
6. Poisoner
7. Godfather
8. Devil's Advocate
9. Witch
10. Cerenovus
11. Chef
12. Empath
13. Clockmaker
14. Seamstress
15. Bounty Hunter
16. Chambermaid
17. Dawn

## FABLED, JINXES & LORIC

**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. Dusk
2. Poppy Grower
3. Preacher
4. Poisoner
5. Monk
6. Devil's Advocate
7. Witch
8. Cerenovus
9. Scarlet Woman
10. Godfather
11. Sweetheart
12. Empath
13. Oracle
14. Seamstress
15. Bounty Hunter
16. Chambermaid
17. 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

*Dormant Shadows — by Stoch (Mark)*

| | | |
|---|---|---|
| 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 |  | **Preacher**<br>The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 9 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 10 |  | **Cerenovus**<br>The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed. |
| 11 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 12 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 13 |  | **Clockmaker**<br>Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion. |
| 14 |  | **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. |
| 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 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 17 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11 **Sweetheart**
Choose a player that is drunk.

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

13 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14 **Seamstress**
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.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

16 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.