Demon Hunters v1.0.0 *by Blackvision*

Fibbin · Storm Catcher · Sentinel · Djinn

TOWNSFOLK



Alchemist
You have a not-in-play Minion ability.



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



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



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



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



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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

OUTSIDER



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



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



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



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

DEMON



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.



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



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



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

Quick Reference

Demon Hunters — by Blackvision

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Preacher
8. Lleech
9. Devil's Advocate
10. Damsel
11. Amnesiac
12. Empath
13. Fortune Teller
14. Dreamer
15. Bounty Hunter
16. Leviathan
17. Dawn

FABLED, JINXES & LORIC

Leviathan & Banshee
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

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

Leviathan & Hatter
The Leviathan cannot enter play after day 5.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Alchemist & Boffin
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Boffin & Drunk
The Demon cannot have the Drunk ability.

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Leviathan & Sage
Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

Fibbin
Once per game, 1 good player might get incorrect information.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

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

LORIC

Storm Catcher
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Preacher
5. Devil's Advocate
6. Scarlet Woman
7. Vortox
8. Vigormortis
9. Lleech
10. Sage
11. Damsel
12. Amnesiac
13. Empath
14. Fortune Teller
15. Dreamer
16. Bounty Hunter
17. Leviathan
18. 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

Demon Hunters — by Blackvision

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

2 M **Minion Info**
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**
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  **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.

5  **Alchemist**
Show the Alchemist a not-in-play Minion token

6  **Poppy Grower**
Do not inform the Demon/Minions who each other are

7  **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.

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

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

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

11  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

13  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

14  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

15  **Bounty Hunter**
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  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

Demon Hunters — by Blackvision

1 D

Dusk
Start the Night Phase.

2 

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.

3 

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

4 

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.

5 

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

6 

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

7 

Vortox
The Vortox points to a player. That player dies.

8 

Vigormortis
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
The Lleech points to a player. That player dies.

10 

Sage
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

11 

Damsel
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12 

Amnesiac
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13 

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

14 

Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

15 

Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 

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

17 

Leviathan
Change the Leviathan Day reminder for the next day.

18 D

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