Trouble Hunting v1.0.0 *by Storm Shadow*

Djinn

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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.



Undertaker
Each night*, you learn which character died by execution today.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Soldier
You are safe from the Demon.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



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



Tinker
You might die at any time.



Saint
If you die by execution, your team loses.



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

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.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Trouble Hunting — by Storm Shadow

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Godfather
6. Huntsman
7. Damsel
8. Librarian
9. Investigator
10. Chef
11. Empath
12. Fortune Teller
13. Grandmother
14. Spy
15. Dawn

FABLED, JINXES & LORIC

Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Imp
6. Assassin
7. Godfather
8. Huntsman
9. Damsel
10. Tinker
11. Grandmother
12. Ravenkeeper
13. Empath
14. Fortune Teller
15. Undertaker
16. Spy
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

Trouble Hunting — by Storm Shadow

1. **Dusk**
   Start the Night Phase.
2. **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. **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. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
5. **Godfather**
   Show each of the Outsider tokens in play.
6. **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.
7. **Damsel**
   Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
8. **Librarian**
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
9. **Investigator**
   Show the character token of a Minion in play. Point to two players, one of which is that character.
10. **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12. **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.
13. **Grandmother**
    Show the marked character token. Point to the marked player.
14. **Spy**
    Show the Grimoire to the Spy for as long as they need.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

Trouble Hunting — by Storm Shadow

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

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

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

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

5  **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.

6  **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.

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

8  **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.

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

10  **Tinker**
The Tinker might die.

11  **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

12  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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  **Undertaker**
If a player was executed today: Show that player's character token.

16  **Spy**
Show the Grimoire to the Spy for as long as they need.

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