# Spirit Hunters v1.0.1 *by Viper*

## TOWNSFOLK

### Knight
You start knowing 2 players that are not the Demon.

### Investigator
You start knowing that 1 of 2 players is a particular 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]

### 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.

### Town Crier
Each night*, you learn if a Minion nominated today.

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

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

### Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

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

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

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

### 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

### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

### 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

### 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.

### Wraith
You may choose to open your eyes at night. You wake when other evil players do.

### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## DEMON

### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Preacher
6. Evil Twin
7. Witch
8. Fearmonger
9. Huntsman
10. Damsel
11. Investigator
12. Bounty Hunter
13. D — Dawn

## FABLED, JINXES & LORIC

### RECOMMENDED TRAVELLERS

**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

## OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Witch
4. Fearmonger
5. Lunatic
6. Exorcist
7. Zombuul
8. Po
9. Fang Gu
10. Sage
11. Huntsman
12. Damsel
13. Moonchild
14. Undertaker
15. Town Crier
16. Oracle
17. Bounty Hunter
18. 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**
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 **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

5 **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.

6 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

7 **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **Fearmonger**
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.

9 **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.

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

11 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

12 **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.

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

# Other Nights

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1 **Dusk**
Start the Night Phase.

2 **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.

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

4 **Fearmonger**
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.

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

9 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

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

11 **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.

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

13 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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

15 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

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

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