
Spirit Uprising
Rules Book

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Overview

Over the centuries, the Forsaken Forest lured thousands of innocent souls to their demise. Those trapped within the confines of The Void didn't have the pleasure of dying. Instead, they became prisoners of an unfathomable evil. They were nothing but playthings to The Void, and were tortured to feed the Forest's sadistic desires, often being forced to play out the terrifying scenarios which caused their demise.

No one knows why the Void was collecting souls, or what it planned to do with them once it was done with its sick game. Some things are better left unknown.

After hundreds of years of agony, the souls finally discovered that if they combined forces there was a way to break free and escape the grasp of The Void. Now the Spirits are free, and they want vengeance!

In Spirit Uprising, the role of dead players changes completely. Spirits now have the ability to dramatically alter the outcome of the game from the beyond grave and take game actions that they previously couldn't. In Spirit Uprising, Spirits are able to Possess living players and return to the plane of the living to enact ghostly revenge.

Spirit Uprising adds ten new Roles, new Stand-Alone Teams with unique win conditions, ten terrifying Destinations, over twenty new Travelers Cards, including a new card type, and ten dangerous Forest Cards that will haunt even the most steadfast of travelers.

Game Components

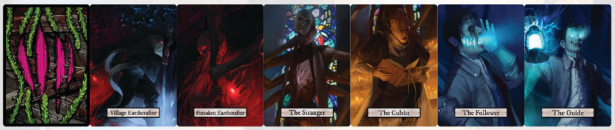
140 Travelers Deck Cards



20 Forest Deck Cards



10 Role Cards



10 Destination Cards



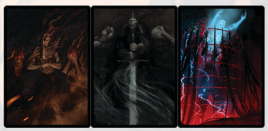
8 Night Actions



36 Game Tokens



12 Hand Hiders



New Teams

There are no longer just two teams in the game. While the Base Game of Forsaken Forest pitted the Villager Team against the Forsaken Team, Spirit Uprising includes multiple Stand-Alone Teams, all vying to win the game (all for themselves) through their own, unique win conditions.

Stand Alone Team Roles still count as living players for the Forsaken win condition of having a 1:1 ratio of Forsaken players to other living players.

New Roles

The Villagers

The Villagers seek to return home, to save their village from desecration at the hands of plague. They win the game if any player navigates to The Village, or if all of the Forsaken players are dead.





The Twins - All They Have Left is Each Other

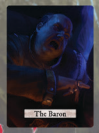
The Guide and The Follower are aligned with the Villager Team. They may appear to be Spirits, but, in reality, their souls have found their way into the bodies of two misfortunate Villagers.

The Follower begins the game with no information, however The Guide begins the game with the knowledge of the identity of The Follower. These two Roles must be played together.



The Earthcrafter - Mover of Mountains

During Night One, and each Night onward, The Earthcrafter wakes up and may switch the location of two Destinations.



The Baron - He Has the Strength of Two Men

The Baron has no Special Abilities, however if the only two living players left in the game are the Baron and any Forsaken Role, instead of losing the game, the Villager Team wins the game.

The Forsaken

The Forsaken are the corrupted travelers who seek only to give the Forest what it desires - fresh souls. They win the game if any player navigates to The Void, or if the ratio of living Forsaken players to all other living players is 1:1 or better in favor of the Forsaken.

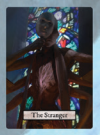


The Earthcrafter - Manipulator of Landscapes

This Role is just like the Village Earthcrafter, except he's aligned with the Forsaken Team. During Night Two, and each Night onward, The Earthcrafter wakes up and may switch the location of two Destination Cards.

Stand-Alone Teams

There are five unique single-person teams in Spirit Uprising - each has their own win-condition. These teams are not affiliated with either the Villager Team or the Forsaken Team. Instead, they are fighting to accomplish their own unique goal within the game.



The Stranger - An Otherworldly Being

The Stranger wins the game if any player navigates to The Door, or if The Stranger is the last player left alive with any other player, even a Forsaken. If they're targeted by any Night Action Cards, they may pass them to the player(s) of their choice.



The Cultist - The Leader of an Ominous Church

The Cultist wins the game if he correctly announces that each other living player in the game has been indoctrinated into his Cult, or if he is the only player left alive with The Stranger. The Cultist secretly places one of his Night Action Card, The Cult, into a player's hand of cards during Night Two and onward.



The Traveler - Cursed to Endlessly Retrace His Steps

The Traveler wins the game if he's Alive when the group travels to its third unique Destination Territory (But only if no other team has won the game as a result of flipping that Destination).



The Spirit King - Leader of the Ethereal Army

The Spirit King wins the game if he's Dead and the number of Spirits outnumbers the number of living players (But only if no other team has won the game as a result of that change in ratio).



The Masochist - He Likes Pain a Little Too Much

The Masochist instantly wins the game if he's successfully Revived while he's on Death's Doorstep.

New Destinations

With the addition of ten new Destinations, there are no longer simply two distinct Destinations (The Village and The Void) that players need to focus their attention on when traversing the forest. Among these new Destinations there are deadly traps, life-saving sanctuaries, powerful treasures, and even win conditions for new Roles.

The only Destinations required to play the game are The Village and The Void. It is totally up to you what other six Destinations you'd like to play with. You can even randomly determine which non-essential Destinations will be included, so it's a surprise to the group.

During the Setup Stage of the game, place The Village, The Void, (and The Door if you're playing with The Stranger) face-up on the Game Board, and place the remaining five/six Destinations in a face-down pile. The Forsaken would have far too much information to remember on Night One if they had to choose where to place each Destination, so they'll decide where to place the Village/Void/Door face-down, as usual, but they'll randomly place the remaining five/six face-down Destinations in the Destination Slots without knowing which one is which.

If you're not playing with The Stranger or The Cultist, you should not include The Door, or the Church in your starting Destinations.



The Cabin

When any player navigates to The Cabin, the Forest's next turn is skipped.



The Burrows

When any player navigates to The Burrows, the player who navigated here draws three cards.



The Library

When any player navigates to The Library, each player draws a card.



The Pit

When any player navigates to The Pit, the player who navigated here is now on Death's Doorstep.



Quicksand

When any player navigates to Quicksand, the player who navigated here cannot take any Actions until the next Turn Cycle ends.



The Cave

When any player navigates to The Cave, the player who navigated here discards their entire hand.



The Legion

When any player navigates to The Legion, the player who navigated here is Possessed by a random Spirit until the next Turn Cycle ends. If there are no Spirits, then this Destination simply acts as a Dead End.



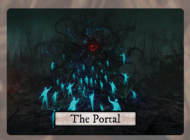
The Door

When any player navigates to The Door, The Stranger wins the game. The Stranger begins the game with the knowledge of the location of The Door.



The Church

When any player navigates to The Church, the player who navigated here puts a Cult Card into their hand of cards.



The Portal

When any player navigates to The Portal, the player who navigated here chooses another Destination in play and flips it face-up. This triggers that Destination's "When navigated to" effect.

Travelers Cards

A note on Game Balance: With the addition of so many new Travelers Cards to the game, balancing the power level of the Travelers Deck has become more complicated.

It is strongly suggested that you self balance the cards that you play with according to your group's play styles and preferences. Removing cards that your group deems too powerful, or too weak will not break the game, but it will definitely change the way that each game plays out. It is also strongly suggested that you tune the Travelers Deck according to what Roles you're playing and how many players are in the game.

For instance, playing with four players severely increases the strength of Discovery Cards which Peek at players' Role Cards, and Weapon Cards, so trimming some can help to balance the game.

Contraptions

Contraptions are a new kind of Travelers Card Sub-Type. They are played like Slow Actions, but instead of delivering a one-time effect and going directly to the Discard Pile, they stay in play indefinitely, and provide a continual effect that can benefit you on each Turn Cycle that the card remains in play.

Generally, the only way to remove a Contraption from play in to play a card which Forbids it, or Destroys it, but some Contraptions expire naturally, or if certain conditions are not met.



Voting

There are a number of cards in Spirit Uprising which require the use of Voting Tokens.



When a card says that a vote should take place "simultaneously," it means that each player should covertly select their Vote Token and then, when each player has locked in their decision, the entire group should simultaneously reveal the Vote Token that they selected to the rest of the group. This way, their vote is public, but no one will be influenced by anybody else's choice.





Spirits

In Spirit Uprising, Spirits can have a lot of sway throughout the game. With their ability to Possess and Reincarnate into dying players, as well as their ability to temporarily return to the game to exact otherworldly revenge, it is essential that Spirits stay in tune with the game, and not drift away. They should always keep their Role Card hidden, and keep their eyes closed during the Night.

Possession

Possess is a new and very important keyword. When a living player is Possessed by a Spirit, it means that the Spirit takes full control of that player's actions within the game, along with their Turn in the Turn Cycle. A Spirit who has Possessed a player can take any game action that the living player could have made, including, voting and playing cards from their hand.

Players who are currently being Possessed cannot speak.

When a Spirit Possesses a player for just a single turn, the Spirit doing the Possessing cannot look at that player's Role Card, but they can take any other game actions which that player could have taken. That Spirit maintains it's Team Affiliation, and should use this turn to advance their Team's game-plan.

Reincarnation

Reincarnate is a new and very important keyword. When a Spirit is Reincarnated into a dying player, the dying player becomes a Spirit as they normally would, but the Reincarnated Spirit is now Alive once again! Those two players permanently switch Role Cards (and seats), and the Reincarnated Spirit takes over the dying player's spot in the Turn Cycle. The twist is that these two players maintain their original Team Affiliation (despite their new Role Card). They should each try to win the game for their original team.

If the Reincarnated Spirit's new Role Card is a Special Role, they will be able to use that role's abilities, including waking up during Night. If the Reincarnated Spirit's new Role Card is a Forsaken Role, and the Spirit does not have a Forsaken Team Affiliation, then they wake up along with the Forsaken, but they do NOT get to choose who is slain.

Forest Cards

It is suggested that you self balance the Forest Cards that you play with according to your group's play styles and preferences. Removing Forest cards that your group deems too powerful, too weak, or those that you simply don't like, will not break the game, but it will definitely change the way that each game plays out.

It is strongly suggested that the ratio of Darkness Cards to the rest of the Forest cards remains at 1:1.

Role Distribution

With the addition of so many new Roles, and Stand-Alone Teams, Role Distribution for Forsaken Forest has become more complicated.

The Stand-Alone Roles are very powerful and add a new level to the game. If you wish to play with a Stand-Alone Role, it is suggested that you play with at least 5 players.

Suggested Role Distribution When Playing with No Special Roles.

3:2	2:1	3:1
Forsaken Team Favored	*Ideal*	Villager Team Favored

Total Players	4	5	5	6	7	8	8	9	10	11	11	12	12
Forsaken	1	1	2	2	2	2	3	3	3	3	4	3	4
Villagers	3	4	3	4	5	6	5	6	7	8	7	9	8
Team Advantage	V	V	F	*	*	V	F	*	*	V	F	*	*

Suggested Role Distribution When Playing with Stand-Alone Roles.

Total Players	5	5	6	6	7	7	8	8	8	9	9	9	10	10	10	10	10
Forsaken	1	2	2	1	1	2	2	2	3	2	3	2	2	2	3	3	2
Villagers	3	2	3	4	5	4	5	4	4	6	5	5	6	7	6	5	5
Stand-Alone	1	1	1	1	1	1	1	2	1	1	1	2	2	1	1	2	3

Each Role has a weight. A Role's weight simply describes how much influence and power they have for their team in any given game. '1' is the baseline for each team. Including a Special Role for one team should be balanced by either including a Special Role for the opposing team, decreasing the number of players on the Special Role's team, or by increasing the number of players on the opposing team.

1.25 — The Follower and The Guide, along with The Baron each have a Weight of 1.25 for the Villager Team.

1.5 — The Village Earthcrafter has a Weight of 1.5 for the Villager Team.

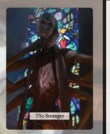
1.5 — The Forsaken Earthcrafter has a Weight of 1.5 for the Forsaken Team.

Win Conditions



The Cultist

The Cultist must be Alive, and then correctly announce that all other living players are in his Cult. If he announces and he is wrong, he dies. If he announces and he's correct, he instantly wins the game. The Cultist also wins if he is the only remaining player left alive withThe Stranger.



The Stranger

The Stranger wins the game if any player navigates to The Door. Alternatively, the Stranger wins the game if they're the last player left alive, or if they're the only other player left alive with any one other player. If that player is the Cultist, then the Cultist also wins.



The Traveler

The Traveler wins the game if he's Alive and when the group travels to its third (or greater) unique Destination Territory. But if traveling to that Destination would win the game for another team, as well, then The Traveler doesn't win the game.



The Masochist

The Masochist instantly wins the game if he's successfully Revived while he's on Death's Doorstep.



The Spirit King

The Spirit King wins the game if he's Dead and the number of Spirits outnumbers the number of living players. But if that change in the ratio of Living:Spirits would win the game for another team, as well, then The Spirit King doesn't win.

Night One Moderation

The following are the steps and correct order for all roles to be announced on Night One of the game. You can safely skip a Special Role's steps if you are not playing the game with that role. Steps which are highlighted green indicate that this step must be announced no matter what roles are included. The Moderator should not open their eyes during this process unless they announce their own role to awaken.

Because the process of placing the Destination Cards can be quite loud, and moving around during Night could potentially reveal the identity of the Forsaken, it is suggested that each player sits close to the table and within reach of the Game Board. It is also suggested that you play loud or ambient music in order to mask the sounds of the Night.

1. Everybody, close your eyes.
2. Shrouded, wake up and exchange your Role Card with a Commonfolk Role Card. Keep it revealed until your Forsaken partners wake up to see your new Role. You have 10 seconds, then keep your eyes open.
3. Forsaken, wake up and acknowledge your teammates. As a team, place the Destination Cards, face-down, in the Destination Slots. If you're playing with the Stranger, leave The Door face-up. You have 60 seconds, then, close your eyes.
4. Stranger, wake up to see the location of The Door, then flip it face-down. You have 10 seconds, then close your eyes.
5. Forsaken, without opening your eyes, raise one hand up into the air. Coward, wake up and memorize the identities of the Forsaken. You have 10 seconds, then close your eyes and lower your hands.
6. Village Earthcrafter, wake up. You may switch the location of two Destination Cards. You have 15 seconds, then close your eyes.
7. Navigator, wake up and Peek at the Destination Card of your choice. You have 15 seconds, then close your eyes.
8. Cursed, wake up and exchange your Role Card with a Forsaken Role Card. You have 10 seconds, then close your eyes.
9. Follower, without opening your eyes, raise one hand up into the air. Guide, wake up and memorize the identity of The Follower. You have 10 seconds, then close your eyes and lower your hand.
10. Everybody, wake up. It is now Day One.

Night Two Moderation

The following are the steps and correct order for all roles to be announced on Night Two and each Night onward. Steps which are highlighted green indicate that this step must be announced no matter what roles are included.

Visit www.ForsakenForest.com/moderation in order to auto-moderate the game.

1. Everybody, close your eyes.
2. Cultist, wake up and Peek at the player's hand of cards of your choice. Choose one of those cards and place it in the Discard Pile, and then place the Cultist Night Action Card, The Cult, into that player's hand. Place their hand, face-down, in front of them. You have 30 seconds, then close your eyes.
3. Oracle, wake up and peek at the Role Card of the player of your choice. You have 15 seconds, then close your eyes.
4. Priest, wake up and place the Priest's Night Action Card, Shelter from Evil, face-down on top of the hand of the player you wish to protect. You have 15 seconds, then close your eyes.
5. Forsaken, wake up and place the Forsaken's Night Action Card, Ritual Sacrifice, face-down on top of the hand of the player you wish to kill. You have 30 seconds, then close your eyes.
6. Silencer, wake up and place the Silencer's Night Action Card, Entangle, face-down on top of the hand of the player you wish to suppress. You have 15 seconds, then close your eyes.
7. Forsaken Earthcrafter, wake up. You may switch the location of two Destination Cards. You have 15 seconds, then close your eyes.
8. Village Earthcrafter, wake up. You may switch the location of two Destination Cards. You have 15 seconds, then close your eyes.
9. Navigator, wake up and peek at the Destination of your choice. You have 15 seconds, then close your eyes.
10. Stranger, wake up and look at your hand of cards. If you find any Night Action Cards, you may place them, face-down, on top of the hand of the player(s) of your choice. You have 30 seconds, then close your eyes.
11. Everybody, wake up. It is now the next Day.

Glossary

The Baron - The Baron is a Villager Team Role with no Special abilities, however if the only two living players left in the game are the Baron and any Forsaken Role, instead of losing the game, the Villager Team wins the game.

The Burrows - When any player navigates to this Destination, the player who navigated here draws three cards.

The Cabin - When any player navigates to this Destination, skip the Forest's next turn.

The Cave - When any player navigates to this Destination, the player who navigated here discards their entire hand.

The Church - When any player navigates to this Destination, the player who navigated here puts a Cult Card into their hand.

Contraption Card - Contraptions are a new kind of Travelers Card Sub-Type. They are played like Slow Actions, but instead of delivering a one-time effect and going directly to the Discard Pile, they stay in play indefinitely, and provide a continual effect that can benefit you on each Turn Cycle that the card remains in play.

The Cultist - (Stand-Alone Team) The Cultist wins the game if each other living player in the game has been indoctrinated into his Cult, or if he is the only player left alive with The Stranger. The Cultist secretly places his Night Action Card, The Cult, into a player's hand of cards during Night Two and onward.

The Door - When any player navigates to this Destination, The Stranger wins the game. The Stranger begins the game with the knowledge of the location of The Door.

The Follower - The Follower is a Villager Team Role that must be played along with The Guide. He begins the game with no information. However, The Guide begins the game with the knowledge of the identity of The Follower.

The Forsaken Earthcrafter - This role is a Forsaken with added abilities. During Night Two, and each Night onward, The Forsaken Earthcrafter wakes up alone and may switch the location of two Destination Cards.

The Guide - The Guide is a Villager Team role that must be played along with the Follower. He begins the game with the knowledge of the identity of The Follower.

The Pit - When any player navigates to this Destination, the player who navigated here is now on Death's Doorstep.

The Portal - When any player navigates to this Destination, the player who navigated here chooses another Destination in play and flips it face-up. This triggers that Destination's "When navigated to" effect.

Possess - When a living player is Possessed by a Spirit, it means that the Spirit takes full control of that player's actions within the game, along with their Turn in the Turn Cycle. A Spirit who has Possessed a player can take any game action that the living player could have made, including, voting and playing cards from their hand.

Quicksand - When any player navigates to this Destination, the player who navigated here cannot take any actions until the next Turn Cycle ends.

Reincarnate - When a Spirit is Reincarnated into a dying player, the dying player becomes a Spirit as they normally would, but the Reincarnated Spirit is now Alive once again! Those two players permanently switch Role Cards (and seats), and the Reincarnated Spirit takes over the dying player's spot in the Turn Cycle. These two players maintain their original Team Affiliation (despite their new Role Card).

The Legion - When any player navigates to this Destination, the player who navigated here is Possessed by a random Spirit until the next Turn Cycle ends. If there are no Spirits, then this Destination simply acts as a Dead End.

The Library - When any player navigates to this Destination, each player draws a card.

The Masochist - (Stand-Alone Team) The Masochist instantly wins the game if he's successfully Revived while he's on Death's Doorstep.

Simultaneously - When a card says that a vote should take place "simultaneously," it means that each player should covertly select their Vote Token and then, when each player is ready, players should all reveal the Vote Token they selected to the rest of the group.

Spirit - When a player dies, they are not eliminated. Instead, they are prohibited from taking actions, but can continue to speak to the group as a ghost. Their turn in the Turn Cycle is skipped, they do not awaken during Night, and they do not count towards the ratio of living players to Forsaken.

The Spirit King - (Stand-Alone Team) The Spirit King wins the game if he's Dead and the number of Spirits outnumbers the number of living players (But only if no other team has won the game as a result of that change in ratio).

Stand-Alone Team - Each Stand-Alone team is comprised of only one player. Stand-Alone Teams are not Affiliated with the Villager or Forsaken Team. Each is vying to win the game all for themselves, through their own, unique win conditions.

The Stranger - (Stand-Alone Team) The Stranger wins the game if any player navigates to The Door, or if The Stranger is the last player left alive with any other player, even a Forsaken. If they're targeted by any Night Action Cards, they may pass them to the player(s) of their choice.

The Traveler - (Stand-Alone Team) The Traveler wins the game when the group travels to its third unique Destination (But only if no other team has won the game as a result of flipping that Destination).

The Village Earthcrafter - During Night One, and each Night onward, this Villager Team Role wakes up and may switch the location of two Destination Cards.

Voting Tokens - Used when a card requires the group to make a public Voting Decision.

Credits

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