# Fear and Trembling v1.0.0 *by Manticor*

Djinn

## TOWNSFOLK



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



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



### Farmer
If you die at night, an alive good player becomes a Farmer.



### Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



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



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

## OUTSIDER



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



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



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

## MINION



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### 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.



### Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

## DEMON



### Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



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



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### 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

*Fear and Trembling — by Manticor*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. King
8. Lil' Monsta
9. Snake Charmer
10. Witch
11. Fearmonger
12. Pixie
13. Butler
14. D — Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Vizier**

If the Vizier is babysitting Lil' Monsta, they die when executed.

**Cannibal & Butler**

If the Cannibal gains the Butler ability, the Cannibal learns this.

**Lil' Monsta & Poppy Grower**

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

**Vizier & Fearmonger**

The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Snake Charmer
4. Witch
5. Fearmonger
6. Lunatic
7. Legion
8. Imp
9. Fang Gu
10. Lil' Monsta
11. Choirboy
12. Farmer
13. King
14. Butler
15. 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

*Fear and Trembling — by Manticor*

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

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

6  **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.

7  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

8  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

9  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

11  **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.

12  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

13  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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

# Other Nights

*Fear and Trembling — by Manticor*

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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

5  **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.

6  **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.

7  **Legion**
Choose a player, that player dies.

8  **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.

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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

11  **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

12  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

13  **King**
If there are more dead than living, show the King a character token of a living player.

14  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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