Fear the Reaper v1.0.1 *by Metalith*

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.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



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



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



Pacifist
Executed good players might not die.



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



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, 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.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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



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.



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

Quick Reference

Fear the Reaper — by Metalith

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Sailor
7. Preacher
8. Lil' Monsta
9. Lleech
10. Cerenovus
11. Fearmonger
12. Pukka
13. Pixie
14. Amnesiac
15. Dreamer
16. Balloonist
17. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Scapegoat

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



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Preacher
5. Innkeeper
6. Cerenovus
7. Fearmonger
8. Pukka
9. Vortox
10. Lleech
11. Lil' Monsta
12. Amnesiac
13. Moonchild
14. Undertaker
15. Dreamer
16. Balloonist
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

Fear the Reaper — by Metalith

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		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
6		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
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		**Lil' Monsta** Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
9		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
10		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
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		**Pukka** The Pukka points to a player. That player is poisoned.
13		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
14		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
15		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
16		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
17	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Fear the Reaper — by Metalith

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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7 **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.

8 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

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

10 **Lleech**
The Lleech points to a player. That player dies.

11 **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.

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

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

16 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

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