

Fear of the Dark v1.0.0 by Zobody

TOWNSFOLK



Amnesiac

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



Savant

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

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



Fisherman

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



Slayer

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



Tea Lady

If both your alive neighbours are good, they can't die.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

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



Fool

The first time you die, you don't.



Pacifist

Executed good players might not die.



Soldier

You are safe from the Demon.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Drunk

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



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.

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.



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



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 of the Dark — by Zobody

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Poisoner**
- 5  **Godfather**
- 6  **Devil's Advocate**
- 7  **Witch**
- 8  **Amnesiac**
- 9  **Dawn**

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Voudon

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



Judge

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



Bishop

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



Beggar

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.



Scapegoat

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Poisoner**
- 3  **Devil's Advocate**
- 4  **Witch**
- 5  **Shabaloth**
- 6  **Po**
- 7  **Fang Gu**
- 8  **Vigormortis**
- 9  **Godfather**
- 10  **Gossip**
- 11  **Acrobat**
- 12  **Amnesiac**
- 13  **Moonchild**
- 14  **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 of the Dark — by Zobody

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		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Fear of the Dark — by Zobody

1		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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
6		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
7		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.
8		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
11		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat 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		Dawn Wait for a few seconds. End the Night Phase.