# Fear Itself v1.0.1 *by James P*

Djinn

## TOWNSFOLK

### 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]

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

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

### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.

### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

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

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

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

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

### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

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

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

## OUTSIDER

### Saint
If you die by execution, your team loses.

### Mutant
If you are "mad" about being an Outsider, you might be executed.

### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

## MINION

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

### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON

### Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Preacher
6. Snake Charmer
7. Cerenovus
8. Amnesiac
9. Investigator
10. Bounty Hunter
11. Cult Leader
12. Leviathan
13. D — Dawn

## FABLED, JINXES & LORIC

**Leviathan & Ravenkeeper**

Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

**Leviathan & Mayor**

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

**Bounty Hunter & Philosopher**

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

**Leviathan & Sage**

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

**Cerenovus & Goblin**

The Cerenovus may choose to make a player mad that they are the Goblin.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Preacher
4. Gambler
5. Snake Charmer
6. Cerenovus
7. Assassin
8. Sage
9. Amnesiac
10. Ravenkeeper
11. Bounty Hunter
12. Cult Leader
13. Leviathan
14. 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 **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 **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 **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.

7 **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.

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

10 **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.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

12 **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

# Other Nights

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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 **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.

4 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 **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.

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 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

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

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

10 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

13 **Leviathan**
Change the Leviathan Day reminder for the next day.

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