

Fear the Poison!

v1.0.0 by NotChris

TOWNSFOLK



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Innkeeper

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



Artist

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



Farmer

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



Ravenkeeper

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



Cannibal

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



Acrobat

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

OUTSIDER



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

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FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Fearmonger
- 5  Clockmaker
- 6  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Innkeeper
- 3  Fearmonger
- 4  No Dashii
- 5  Acrobat
- 6  Farmer
- 7  Ravenkeeper
- 8  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  **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  **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.
- 5  **Clockmaker**
| Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
- 6  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3		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.
4		No Dashii The No Dashii points to a player. That player dies.
5		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
6		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.
7		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
8		Dawn Wait for a few seconds. End the Night Phase.