

# Fatal fears

by Snow



## TOWNSFOLK



### Noble

You start knowing 3 players, 1 and only 1 of which is evil.



### Savant

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



### Investigator

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Pixie

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



### High Priestess

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



### Village Idiot

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



### Dreamer

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



### Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

## OUTSIDERS



### Drunk

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



### Plague Doctor

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### 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.



### Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.



### Imp

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



### Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Fang Gu

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Djinn

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



If there is a spare token, the Boffin can give the Demon the Village Idiot ability.



The Demon cannot have the Drunk ability.

**Dusk**

Start the Night Phase.

**Boffin**

Wake the Boffin and the Demon. Show the not-in-play good character token. Put the Boffin and the Demon to sleep.

**Minion Info**

If there are 7 or more players, wake all Minions:

- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon:

- Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Poisoner**

The Poisoner chooses a player. ●

**Witch**

The Witch chooses a player. ●

**Harpy**

The Harpy chooses two players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.

**Pixie**

Show the Townsfolk character token marked **MAD**.

**Huntsman**

The Huntsman might choose a player. ● If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the **YOU ARE** info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the **YOU ARE** info token and their new character token.

**Investigator**

Show the Minion character token. Point to both the **MINION** and **WRONG** players.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Noble**

Point to all three players marked **KNOW**.

**Village Idiot**

Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Dusk**

Start the Night Phase.

**Poisoner**

The Poisoner chooses a player. ●

**Witch**

The Witch chooses a player. ●

**Harpy**

The Harpy chooses two players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Fang Gu**

The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**Ojo**

The Ojo chooses a character. ●

**Plague Doctor**

If the Plague Doctor died, the Storyteller gained a Minion ability. If you haven't done this yet, do so now.

**Huntsman**

The Huntsman might choose a player. ● If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the **YOU ARE** info token and their new character token.

**Damsel**

If the Damsel was chosen by the Huntsman, show them the **YOU ARE** info token and their new character token.

**Farmer**

If the Farmer died tonight, wake an alive good player. Show them the **YOU ARE** info token and a Farmer character token. Replace their previous token with the Farmer token.

**Fortune Teller**

The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).

**Dreamer**

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Village Idiot**

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.

**High Priestess**

Point to a player.

**Dawn**

Wait for a few seconds. End the Night Phase.