

Pottsfeld Town

Dark Action & Death

Evils Arrive

Overview

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You have been living in Pottsfeld for its whole life, carving out an existence in the New World with fellow settlers. The town is almost one year old, and the Pottsfeld Harvest Festival has begun. Dark things are afoot: devils wander dark basements, skeletons wear pumpkins as hats and dress like the living, sprites curdle milk, and highwaymen eagerly eye your treasures. Pottsfeld's future hinges on the three days of the Festival, and you will decide it.

Character Creation

First, download character cards here: www.samcel.com/cards

Leave your name **blank**. Then, take a six-sided die and roll it on the table below. This is your **Home**, it reflects your life, your occupation: who you are. You get a special ability based on your home. Write both your **Home** and its **Ability** on your character card in the "Home" section. Only one player can have a given home. If you roll the same number as another player, reroll.

Roll:	Result:
1	Fields - You are the hard-bitten farmer, start the game with two extra health.
2	Town Hall - You are the charismatic mayor, receive a +2 bonus on your rolls during Town Council Meetings.
3	Schoolhouse - You are the cunning teacher, when searching for boons, roll two dice and choose either result.
4	Church - You are the cleric of strong faith, receive a +2 bonus on rolls to dispel evil.
5	Inn - You are the savvy innkeep, you may visit Two Buildings and take Two Actions in one day.
6	Manor - You are the wealthy outsider, receive a +2 bonus on rolls for Dark Actions

Then, roll three four-sided die on the table below. These are your **Agendas**, you hope to achieve by the end of the festival. **Keep your agendas secret**. Your goal is to fulfill as many as possible. You must have one **Evil Agenda**, one **Good Agenda**, and a third **Agenda** from either category. Choose agendas based off your rolls, you may not have the same **Agenda** twice. Write them down in the corresponding categories on your player card. **Name characters now.**

Good Agendas:

- End the festival... .. alive.
- ... with two Boons.
- ... with your Home still standing.
- ... with three or fewer Evils in town.

Evil Agendas:

- End the festival... .. with at least one player dead.
- ... with with at least seven Evils in town.
- ... with two thefts.
- ... with another player's Home destroyed

Cycle of Play

- The Harvest Festival lasts three days. In a day, three things happen:
 - Evils Arrive** and players attempt to **Dispel Evil** and **Recover Boons**.
 - The Town Council** meets and takes one action.
 - Players sleep and take **Dark Actions**.
- Each day, take the actions in this order. After the **Third Day**, there is one final **Town Council Meeting**, and the Harvest Festival ends. Once the game ends, go to the **Outcome** section.

After the **Town Council Meeting**, each player **Sleeps**, closing their eyes. Starting with the oldest player and moving clockwise, players open their eyes and must take one **Dark Action**. (When you are done, tap the next player's shoulder to indicate it is their turn). Roll a six-sided against the table below, if you have any **Curses**, roll them and add their result. If the roll exceeds the **Required Roll** on the table, you may take that action.

Required Roll: Dark Action:

- Steal a player's **Boon** and give it to any other player.
- Summon **One Lesser Evil** in any **Building**.
- Remove **One Health** from any player.
- Summon **One Greater Evil** in any **Building**.
- Destroy one **Building**.
- Summon **One True Evil** to any **Building**.
- Kill a player.

After the dark actions, check to see if you have died. **Death** is far from permanent in Pottsfeld. If a player **Dies**, they remain as a **Ghost**. They can no longer take actions, but may grant **ANY one roll per day** a +2 bonus, in addition, their vote still counts for the **Town Council** as a +1 Bonus.



Roll one-six sided die. If it is the **Second Day** add +2 to your roll. If it is the **Third Day**, add +4 to your roll. That number of **Evils** and **Boons** arrive to your town as specified by the chart below. To add an **Evil** or **Boon** to the town, roll a six-sided die and place said **Evil** or **Boon** on the corresponding **Building**. **Boons** are represented by four-sided die. **Evils** are represented as a six-sided die for **Lesser**, eight-sided die for **Greater**, and ten-sided die for **True**.

Roll: Result:

- 1-2 **Three Lesser Evils and One Boon**
- 3-4 **Two Lesser Evils, One Greater Evil, One Boon**
- 5-6 **One Lesser Evil, Two Greater Evils, One Boon**
- 7-8 **Two Greater Evils, One True Evil, Two Boons**
- 9-10 **Three True Evils, Two Boons**

Each player in any order may visit **One Building** and attempt to **Dispel One Evil** or **Recover One Boon**. The **Innkeep** may visit two buildings, and take an additional action.

One player takes the role of town crier, and **narrates** what sort of Evils have descended upon Pottsfeld: skeletons, specters, bandits, demons, etc. E.g. "A shamble of zombies have come to Pottsfeld! They're eating all of our crops! Help!"

Dispel Evil & Recover Boon

Starting with the oldest player and moving in clockwise order players move to a building and either **Dispel Evil** or **Recover Boons**. In order to **Dispel Evil** roll a six-sided die, then roll the **Evil's** dice (if the evil is represented by a six-sided die, roll that die, and so on). If you win the roll, the **Evil** is dispelled. If you lose the roll, you **lose one Health** and **remove the evil from the building and place it on your character card**, it becomes a **Curse**.

Tell a story of your encounter, explain how you defeated and **Dispelled the Evil** or how it left its curse upon you.

E.g. "I swung at the ghost with my dagger, but it entered into me, and now I've been having strange dreams..."

In order to **Recover Boons**, roll a four-sided die on the table below, and place it on your **Character Cards**, this is a **Boon**, and its effects are listed below.

Roll: Result:

- An aged bright lantern - Provides +2 on rolls to Dispel Evil.
- A dusty black grimoire - Provides +2 on rolls for Dark Actions.
- A meticulously polished hunting pistol - May be used once and discarded to remove **One Health** from another player or add +4 on a roll to Dispel Evil.
- A vial of blessed holy water - May be used once and discarded to Restore 1 Health.

Town Council

After each player has taken their actions, the players meet in a **Town Council**. The **Town Council** must take one **Action** each day.

Players may **Propose** one action each, then rolls a six sided die against the table below. Each player **Votes** on the **Proposal**, and the roll gets a +2 modifier for each positive vote. If the roll exceeds the **Required Roll** on the table below and all other proposal rolls, the action happens.

Required Roll: Action:

- Pray for assistance, and receive one **Boon**.
- Treat the wounded and restore one **Health** to a player.
- Destroy a **Building**, removing all **Evils** inside of it.
- Exorcise a Spirit**, removing them from the game.
- Hang a player, **killing them**.

Outcome

For each good **Agenda** players fulfilled, roll that number of six sided die. Do the same for each **Evil Agenda** fulfilled, and subtract that result from the first. Compare that result to the table below to determine the **Outcome**. This is what Pottsfeld has become. Each player **Narrates** their character's future in the town.

Roll: Result:

- True Good:** True Good finally comes to Pottsfeld: a town of love and of peace, and a place for the kind-hearted to thrive.
- Greater Good:** The Greater Good comes above all else. People sleep on strict curfews, and the town becomes obedient and gray.
- Lesser Good:** The people of Pottsfeld try their best, and live among minor Evils in a town that grows happy and fat over many years.
- True Chaos:** Pottsfeld is a town divided. Folk bump shoulders with skeletons, and all grow accustomed to life among the strange.
- Lesser Evil:** Evil beings torment the good people of Pottsfeld, and the town soon gains a reputation of hauntings and fear...
- Greater Evil:** Bedeviled and beset by Evil, Pottsfeld becomes a town of debauchery: devils sell souls as merchants in the streets.
- True Evil:** Pottsfeld embraces true Evil, and becomes a place of unexpected peace. A haven for all thing supernatural...