

Freeform Games Poison Rules



In some of our games, characters may wish to poison each another. If that happens, you will need these Freeform Games poisoning rules.

We include the rules in the host's instructions for the games that need them, but you can use this file to share the rules with your players.

Poison

To poison someone, the poisoner must have a **Poison** item card, and the victim must eat or drink something that they have been handed by the poisoner. The poisoner then tells the Host, who informs the poor victim that they've been *Poisoned!*

Poison has the following effects:

- The victim may not use any abilities.
- If the victim cannot find an antidote, then they will die.


The speed at which poison kills its victim is as follows:

- If the poison is administered during the last period of the game (which normally lasts about an hour), then it takes ten minutes before killing its victim.
- If the poison is administered before the last period, then it causes the loss of abilities right away; but it does not take full effect until the start of that period, at which point it takes ten more minutes before killing its victim.
- If the game ends before the poison is due to act (i.e., the poison was administered within the last ten minutes of the game), then the victim survives. The poisoner should have acted sooner!

Poison can be treated using poison antidote. The poisoned character can treat themselves, or someone else can give them the antidote. First aid kits sometimes treat poison – it depends on the game.

A character can be poisoned (and treated) more than once.

Item – Poison




Offer your target some food or drink. If they eat or drink it, they are poisoned. Show them this card, and tell the Host.

Two uses: O O

You have been poisoned!

You are in terrible pain, and cannot use any of your abilities. You don't have long to find a cure – you should act quickly!

Item – Poison Antidote



Use this to neutralise any poison.

One use: O

Death

If a poisoned character is not cured, then they are dead. To ensure that everyone has a good time, nobody can be killed until the last period of the game (which normally lasts for an hour).

Once the victim is definitely dead (i.e. they haven't been healed) then the Host will give them the *With Your Last Dying Breath* card that lets the victim take one final, heroic action before slumping to the floor.

Dead characters can't reveal their *Secret*, *Clue* or abilities. The only things that may be taken from dead bodies are Item cards and money.

Incidentally, it's not necessary for a character to be killed for our games to be a success. The real success is in how much everyone enjoys themselves!

With your last dying breath!

You may attempt one last, heroic, valiant action before your body falls lifelessly to the floor. But you must do it quickly! Return this card to the Host after use.