

TOWNSFOLK



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

Each night*, you learn how many dead players are evil.



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.



Savant

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



Ravenkeeper

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER



Tinker

You might die at any time.



Sweetheart

When you die, 1 player is drunk from now on.



Recluse

You might register as evil & as a Minion or Demon, even if dead.



Drunk

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



Politician

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

MINION



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Assassin

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Boombdandy

If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



Al-Hadikhia

Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

(Un)Wise Decisions — by Navean

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  King
- 5  Widow
- 6  Witch
- 7  Pixie
- 8  Amnesiac
- 9  Empath
- 10  Fortune Teller
- 11  Bounty Hunter
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Witch
- 3  Al-Hadikhia
- 4  Assassin
- 5  Sweetheart
- 6  Choirboy
- 7  Amnesiac
- 8  Tinker
- 9  Ravenkeeper
- 10  Empath
- 11  Fortune Teller
- 12  Town Crier
- 13  Oracle
- 14  King
- 15  Bounty Hunter
- 16  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

(Un)Wise Decisions — by Navean

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		King Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
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		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
11		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.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

(Un)Wise Decisions — by Navean

1		Dusk Start the Night Phase.
2		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
3		Al-Hadikhia The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
4		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.
5		Sweetheart Choose a player that is drunk.
6		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
7		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		Tinker The Tinker might die.
9		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
10		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
11		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
12		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
13		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
14		King If there are more dead than living, show the King a character token of a living player.
15		Bounty Hunter If the known evil player has died, point to another evil player.
16		Dawn Wait for a few seconds. End the Night Phase.