Wanted Dead or Alive v1.0.0 *by Mati*

Sentinel

TOWNSFOLK



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Oracle

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Cannibal

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



Ravenkeeper

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

OUTSIDER



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Damsel

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

MINION



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Wraith

You may choose to open your eyes at night. You wake when other evil players do.

DEMON



Imp

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

Wanted Dead or Alive — by Mati

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Damsel
5. D — Dawn

FABLED, JINXES & LORIC

FABLED



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. D — Dusk
2. Lycanthrope
3. Imp
4. Vigormortis
5. Damsel
6. Ravenkeeper
7. Oracle
8. D — 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

Wanted Dead or Alive — by Mati

1	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
5	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Wanted Dead or Alive — by Mati

1. **Dusk**
   Start the Night Phase.
2. 
   Lycanthrope
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
3. 
   Imp
   The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
4. 
   Vigormortis
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
5. 
   Damsel
   If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
6. 
   Ravenkeeper
   If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
7. 
   Oracle
   Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
8. **Dawn**
   Wait for a few seconds. End the Night Phase.