# The Fresh Princess of Ravenswood Bluff v1.2.0 *by Arachnid*

Djinn

## TOWNSFOLK



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



### 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]



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



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



### Alchemist
You have a not-in-play Minion ability.



### Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

## OUTSIDER



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



### Tinker
You might die at any time.



### Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



### Mutant
If you are "mad" about being an Outsider, you might be executed.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## MINION



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



### Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



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



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

## DEMON



### Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Lunatic
7. Evil Twin
8. Cerenovus
9. Pixie
10. Butler
11. Grandmother
12. Bounty Hunter
13. Cult Leader
14. Dawn

## FABLED, JINXES & LORIC

**Butler & organgrinder**

If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.

**Legion & engineer**

Legion and the Engineer cannot both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion.

**Legion & preacher**

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

**Legion & Minstrel**

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

**Legion & hatter**

If the Hatter dies and Legion is in play, nothing happens. If the Hatter dies and an evil player chooses Legion, all current evil players become Legion.

**Legion & zealot**

The Zealot might register as evil to Legion's ability.

**Boffin & Cult Leader**

If the Demon has the Cult Leader ability, they can't turn good due to this ability.

**Boffin & goon**

If the Demon has the Goon ability, they can't turn good due to this ability.

**Boffin & ogre**

The Demon cannot have the Ogre ability.

**Boffin & politician**

The Demon cannot have the Politician ability.

**Boffin & drunk**

If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.

**Boffin & Alchemist**

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Boffin & Village Idiot**

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

**Bounty Hunter & Kazali**

If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

**Bounty Hunter & Philosopher**

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Cerenovus
4. Lunatic
5. Legion
6. Sweetheart
7. Tinker
8. Moonchild
9. Grandmother
10. Bounty Hunter
11. Cult Leader
12. Butler
13. 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

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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 
**Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 
**Alchemist**
Show the Alchemist a not-in-play Minion token

6 
**Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

7 
**Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

8 
**Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10 
**Butler**
The Butler points to a player. Mark that player as 'Master'.

11 
**Grandmother**
Show the marked character token. Point to the marked player.

12 
**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.

13 
**Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

14 D
**Dawn**
Wait for a few seconds. End the Night Phase.

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 **Legion**
Choose a player, that player dies.

6 **Sweetheart**
Choose a player that is drunk.

7 **Tinker**
The Tinker might die.

8 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

9 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

10 **Bounty Hunter**
If the known evil player has died, point to another evil player.

11 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

12 **Butler**
The Butler points to a player. Mark that player as 'Master'.

13 D **Dawn**
Wait for a few seconds. End the Night Phase.