

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie

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



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.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Ballooning

Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



Alchemist

You have a not-in-play Minion ability.

OUTSIDER



Saint

If you die by execution, your team loses.



Recluse

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Drunk

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



Lunatic

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

MINION



Witch

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



Fearmonger

Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Baron

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



Mezephheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMON



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Leech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Imp

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

Quick Reference

Nobody Expects the Ravenswood Bluff Inquisition — by Jordan

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Lunatic
- 6  Lleech
- 7  Witch
- 8  Fearmonger
- 9  Mezepheles
- 10  Pukka
- 11  Pixie
- 12  Washerwoman
- 13  Librarian
- 14  Empath
- 15  Balloonist
- 16  General
- 17  Dawn

FABLED, JINXES & LORIC

 **Heretic & Baron**
Only 1 jinxed character can be in play.

 **Heretic & Lleech**
Only 1 jinxed character can be in play.

FABLED

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

RECOMMENDED TRAVELLERS

 **Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

 **Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

 **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.

 **Bureaucrat**
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

 **Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

OTHER NIGHTS

- 1  Dusk
- 2  Gambler
- 3  Monk
- 4  Witch
- 5  Fearmonger
- 6  Mezepheles
- 7  Lunatic
- 8  Exorcist
- 9  Imp
- 10  Pukka
- 11  Lleech
- 12  Empath
- 13  Balloonist
- 14  General
- 15  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

Nobody Expects the Ravenswood Bluff Inquisition — by Jordan

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		Alchemist Show the Alchemist a not-in-play Minion token
5		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.
6		Leech The Leech points to a player. Place the Poisoned reminder token.
7		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
8		Fearmonger The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
9		Mezepheles Show the Mezepheles their secret word.
10		Pukka The Pukka points to a player. That player is poisoned.
11		Pixie Show the Pixie 1 in-play Townsfolk character token.
12		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
13		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
14		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		Balloonist Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
16		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
17		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		Fearmonger The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
6		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		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.
8		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
9		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.
10		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
11		Lleech The Lleech points to a player. That player dies.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		Balloonist Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
14		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15		Dawn Wait for a few seconds. End the Night Phase.