Ravenswoods Bluff High School v1.0.0 by Shaggyduck2006

Djinn

TOWNSFOLK

Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

Chef

You start knowing how many pairs of evil players there are.

Engineer

Once per game, at night, choose which Minions or which Demon is in play.

Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.

Librarian

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

Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Minstrel

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

Philosopher

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

Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Gambler

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

Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER

Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

Politician

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

Sweetheart

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

Snitch

Minions start knowing 3 not-in-play characters.

MINION

Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

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.

Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.

Boomdandy

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

DEMON

Riot

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Lleech

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

Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Magician
6. Snitch
7. Engineer
8. Preacher
9. Lleech
10. Poisoner
11. Widow
12. Librarian
13. Chef
14. Mathematician
15. Dawn

FABLED, JINXES & LORIC

Riot & Atheist

During a riot, if the Storyteller is nominated, players vote. If they are 'about to die', the game ends. If not, they nominate again.

Magician & Widow

When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Preacher
5. Poisoner
6. Gambler
7. Zombuul
8. Vortox
9. Lleech
10. Gossip
11. Sweetheart
12. Professor
13. Mathematician
14. 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
Magician

6
Snitch
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

7
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

8
Preacher
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

9
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

10
Poisoner
The Poisoner points to a player. That player is poisoned.

11
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.

12
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

13
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

14
Mathematician
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

15 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 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

5 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

6 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

8 **Vortox**
The Vortox points to a player. That player dies.

9 **Lleech**
The Lleech points to a player. That player dies.

10 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

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

12 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

13 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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