Bloodharbor Rippers Guest List v1.0.0 *by Jordi*

Djinn

TOWNSFOLK



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



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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]



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



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



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



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.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Farmer
If you die at night, an alive good player becomes a Farmer.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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

MINION



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMON



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



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



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



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

Bloodharbor Rippers Guest List — by Jordi

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Poppy Grower
6. Lunatic
7. Marionette
8. Evil Twin
9. Pixie
10. Amnesiac
11. Investigator
12. Chef
13. Clockmaker
14. Bounty Hunter
15. Chambermaid
16. Dawn

FABLED, JINXES & LORIC

Marionette & Kazali
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

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

Plague Doctor & Evil Twin
If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.

Legion & Politician
The Politician might register as evil to Legion.

Plague Doctor & Goblin
If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Gambler
4. Lunatic
5. Legion
6. Imp
7. Vortox
8. Amnesiac
9. Farmer
10. Bounty Hunter
11. Chambermaid
12. 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

Bloodharbor Rippers Guest List — by Jordi

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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Poppy Grower** Do not inform the Demon/Minions who each other are
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		**Marionette** Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
8		**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.
9		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
10		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
11		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
12		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
13		**Clockmaker** Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
14		**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.
15		**Chambermaid** The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

Bloodharbor Rippers Guest List — by Jordi

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

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

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

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  **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.

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

8  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

9  **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

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

11  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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