Raven's Speed-Run v2.0.0 *by Mevolas Rubenido*

Djinn Sentinel

TOWNSFOLK

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

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

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

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

OUTSIDER

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

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

MINION

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

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

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

DEMON

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Sailor
6. Lil' Monsta
7. Poisoner
8. Devil's Advocate
9. Investigator
10. Cult Leader
11. Dawn

FABLED, JINXES & LORIC

Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

FABLED

Djinn

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

Sentinel

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Devil's Advocate
5. Lil' Monsta
6. Cult Leader
7. 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
Alchemist
Show the Alchemist a not-in-play Minion token

5
Sailor
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

6
Lil' Monsta
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

7
Poisoner
The Poisoner points to a player. That player is poisoned.

8
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

9
Investigator
Show the character token of a Minion in play. Point to two players, one of which is that character.

10
Cult Leader
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

11 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 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

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

4 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

5 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

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