Don't Count Your Ravens v1.0.0 *by Hugo Vesper*

Bootlegger Toymaker Djinn

TOWNSFOLK



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.



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.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



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



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

MINION



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Investigator
5. Empath
6. Clockmaker
7. D — Dawn

FABLED, JINXES & LORIC

Recluse & Sage
The Recluse might register as the Demon to the Sage.

BOOTLEGGER RULES

> *The Baron only adds 1 additional Outsider, rather than 2.*

FABLED

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

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

LORIC

Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. D — Dusk
2. Imp
3. Sage
4. Ravenkeeper
5. Empath
6. D — 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  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

5  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

6  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

7 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  **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.

3  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

4  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

5  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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