# Ravenswood, Arizona v1.1.0 *by Schnauzer*

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.



### Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



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



### Town Crier
Each night*, you learn if a Minion nominated today.



### Flowergirl
Each night*, you learn if a Demon voted today.



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



### Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Pacifist
Executed good players might not die.



### Tea Lady
If both your alive neighbours are good, they can't die.



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



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

## OUTSIDER



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



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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



### Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

## MINION



### 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.



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



### Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### 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

*Ravenswood, Arizona — by Schnauzer*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Preacher
5. Widow
6. Godfather
7. Devil's Advocate
8. Investigator
9. Chef
10. Grandmother
11. General
12. Dawn

## FABLED, JINXES & LORIC

**Legion & Preacher**

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Matron**

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

**Butcher**

Each day, after the 1st execution, you may nominate again.

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Deviant**

If you were funny today, you cannot die by exile.

## OTHER NIGHTS

1. Dusk
2. Preacher
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Scarlet Woman
7. Legion
8. Po
9. Assassin
10. Godfather
11. Barber
12. Sweetheart
13. Farmer
14. Moonchild
15. Grandmother
16. Flowergirl
17. Town Crier
18. General
19. 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  **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  **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.

6  **Godfather**
Show each of the Outsider tokens in play.

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

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

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

10  **Grandmother**
Show the marked character token. Point to the marked player.

11  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

12 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 **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.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

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

6 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7 **Legion**
Choose a player, that player dies.

8 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

9 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

10 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

11 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

13 **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.

14 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

15 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

16 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

17 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

18 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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