Time Is Ticking v1.3.0 *by Delta*

TOWNSFOLK

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

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

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

Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.

Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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

Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

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

Undertaker
Each night*, you learn which character died by execution today.

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

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

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

OUTSIDER

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

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.

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

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.

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

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

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

DEMON

Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

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

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

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Poisoner
6. Widow
7. Pukka
8. Washerwoman
9. Librarian
10. Investigator
11. Fortune Teller
12. Clockmaker
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bone Collector
Once per game, at night, choose a dead player: they regain their ability until dusk.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

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

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Poisoner
4. Monk
5. Imp
6. Pukka
7. Fang Gu
8. Vortox
9. Assassin
10. Moonchild
11. Ravenkeeper
12. Fortune Teller
13. Undertaker
14. Town Crier
15. Balloonist
16. 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. **Dusk**
   Start the Night Phase.
2. **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. **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.
   Sailor
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5.
   Poisoner
   The Poisoner points to a player. That player is poisoned.
6.
   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.
7.
   Pukka
   The Pukka points to a player. That player is poisoned.
8.
   Washerwoman
   Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
9.
   Librarian
   Show the character token of an Outsider in play. Point to two players, one of which is that character.
10.
    Investigator
    Show the character token of a Minion in play. Point to two players, one of which is that character.
11.
    Fortune Teller
    The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12.
    Clockmaker
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
13.
    Balloonist
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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.
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
5.
   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.
6.
   Pukka
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
7.
   Fang Gu
   The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
8.
   Vortox
   The Vortox points to a player. That player dies.
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.
    Moonchild
    If the Moonchild used their ability to target a player today: If that player is good, they die.
11.
    Ravenkeeper
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12.
    Fortune Teller
    The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
13.
    Undertaker
    If a player was executed today: Show that player's character token.
14.
    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).
15.
    Balloonist
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.