

Delayed Gratification v1.0.0 by Maid

TOWNSFOLK



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.



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.



Flowergirl

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



Monk

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



Ravenkeeper

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant

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



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Fool

The first time you die, you don't.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

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



Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER



Politician

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



Tinker

You might die at any time.



Drunk

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

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.



Assassin

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



Godfather

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



Scarlet Woman

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

DEMON



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  Widow
- 5  Godfather
- 6  Pukka
- 7  Pixie
- 8  Fortune Teller
- 9  Clockmaker
- 10  Balloonist
- 11  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Monk
- 3  Scarlet Woman
- 4  Pukka
- 5  Assassin
- 6  Godfather
- 7  Gossip
- 8  Acrobat
- 9  Tinker
- 10  Ravenkeeper
- 11  Fortune Teller
- 12  Flowergirl
- 13  Balloonist
- 14  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		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.
5		Godfather Show each of the Outsider tokens in play.
6		Pukka The Pukka points to a player. That player is poisoned.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		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.
9		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10		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.
11		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
3		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
4		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
5		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.
6		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
7		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
8		Acrobat If a good living neighbour is drunk or poisoned, the Acrobat player dies.
9		Tinker The Tinker might die.
10		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
11		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.
12		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.