

A Beginners Overview of Clocktower v1.1.0 by CarlMarxman

TOWNSFOLK



Washerwoman

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



Librarian

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



Investigator

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



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Oracle

Each night*, you learn how many dead players are evil.



Undertaker

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



Gambler

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



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Monk

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



Artist

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



Sage

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



Farmer

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

OUTSIDER



Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Sweetheart

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



Mutant

If you are "mad" about being an Outsider, you might be executed.

MINION



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.



Godfather

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



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.

DEMON



Imp

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



Fang Gu

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

Quick Reference

A Beginners Overview of Clocktower — by CarlMarxman

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Poisoner
- 5  Widow
- 6  Godfather
- 7  Washerwoman
- 8  Librarian
- 9  Investigator
- 10  Empath
- 11  Noble
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Poisoner
- 3  Gambler
- 4  Monk
- 5  Lycanthrope
- 6  Imp
- 7  Fang Gu
- 8  Assassin
- 9  Godfather
- 10  Sweetheart
- 11  Sage
- 12  Farmer
- 13  Empath
- 14  Undertaker
- 15  Oracle
- 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

A Beginners Overview of Clocktower — by CarlMarxman

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		Poisoner The Poisoner points to a player. That player is poisoned.
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		Washerwoman Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
8		Librarian Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		Investigator Show the character token of a Minion in play. Point to two players, one of which is that character.
10		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		Noble Point to 3 players including one evil player, in no particular order.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

A Beginners Overview of Clocktower — by CarlMarxman

1		Dusk Start the Night Phase.
2		Poisoner The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
5		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6		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.
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		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.
9		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
10		Sweetheart Choose a player that is drunk.
11		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
12		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.
13		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
14		Undertaker If a player was executed today: Show that player's character token.
15		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
16		Dawn Wait for a few seconds. End the Night Phase.