# Welcome to Clocktower v1.0.0 *by Galaxy*

Sentinel Toymaker

## TOWNSFOLK



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



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



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



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



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



### 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.



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



### Saint
If you die by execution, your team loses.

## MINION



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



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

## 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. Poisoner
5. Washerwoman
6. Investigator
7. Empath
8. D — Dawn

## FABLED, JINXES & LORIC

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

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

### RECOMMENDED TRAVELLERS

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

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

**Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

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

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

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Imp
5. Sage
6. Empath
7. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

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

8 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  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

4  **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.

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

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

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