# Clocktower Conundrum v1.0.4 *by Eziopuff*

## TOWNSFOLK

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

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

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

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

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

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

### 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.

### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

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

## OUTSIDER

### Tinker
You might die at any time.

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

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

### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION

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

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

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

### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## DEMON

### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

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

### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

### 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

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Lunatic
6. Sailor
7. Lleech
8. Poisoner
9. Godfather
10. Devil's Advocate
11. Witch
12. Amnesiac
13. Librarian
14. Investigator
15. Fortune Teller
16. Clockmaker
17. Balloonist
18. D — Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Sailor
4. Poisoner
5. Innkeeper
6. Devil's Advocate
7. Witch
8. Lunatic
9. Imp
10. Fang Gu
11. Vigormortis
12. Lleech
13. Godfather
14. Gossip
15. Amnesiac
16. Tinker
17. Fortune Teller
18. Town Crier
19. Balloonist
20. 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
**Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5
**Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6
**Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

7
**Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

8
**Poisoner**
The Poisoner points to a player. That player is poisoned.

9
**Godfather**
Show each of the Outsider tokens in play.

10
**Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

11
**Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

12
**Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

14
**Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

15
**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.

16
**Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

17
**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.

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

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2.
   **Philosopher**
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3.
   **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.
4.
   **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
5.
   **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6.
   **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7.
   **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8.
   **Lunatic**
   Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
9.
   **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.
10.
    **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.
11.
    **Vigormortis**
    The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
12.
    **Lleech**
    The Lleech points to a player. That player dies.
13.
    **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
14.
    **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
15.
    **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
16.
    **Tinker**
    The Tinker might die.
17.
    **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.
18.
    **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).
19.
    **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.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.