How to Win at Clocktower v1.0.0 *by The_AdLAD*

Sentinel Storm Catcher Djinn

TOWNSFOLK



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Fool
The first time you die, you don't.



Alchemist
You have a not-in-play Minion ability.



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

OUTSIDER



Saint
If you die by execution, your team loses.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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



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.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

How to Win at Clocktower — by The_AdLAD

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Sailor
6. Lleech
7. Courtier
8. Evil Twin
9. Fearmonger
10. Damsel
11. Washerwoman
12. Bounty Hunter
13. Cult Leader
14. D — Dawn

FABLED, JINXES & LORIC

Lleech & Slayer
If the Slayer slays the Lleech host, the host dies.

Vizier & Courtier
If the Vizier loses their ability, they learn this, and cannot die during the day.

Lleech & Mastermind
If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Vizier & Fearmonger
The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

Djinn
Use the Djinn's special rule. All players know what it is.

LORIC

Storm Catcher
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Courtier
4. Monk
5. Fearmonger
6. Po
7. Vortox
8. Lleech
9. Damsel
10. Town Crier
11. Bounty Hunter
12. Cult Leader
13. 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.  **Alchemist**
   Show the Alchemist a not-in-play Minion token
5.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6.  **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
7.  **Courtier**
   The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
8.  **Evil Twin**
   Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
9.  **Fearmonger**
   The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.
10.  **Damsel**
    Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11.  **Washerwoman**
    Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
12.  **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
13.  **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
14. (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  **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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

5  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

6  **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

7  **Vortox**
The Vortox points to a player. That player dies.

8  **Lleech**
The Lleech points to a player. That player dies.

9  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

10  **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).

11  **Bounty Hunter**
If the known evil player has died, point to another evil player.

12  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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