I Open Up My Clocktower And It's Full Of Blood v3 v2.1.0 *by Lewis*

Gardener Djinn

TOWNSFOLK



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



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



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



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



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



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



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



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



Soldier
You are safe from the Demon.



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



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER



Saint
If you die by execution, your team loses.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Baron
There are extra Outsiders in play. [+2 Outsiders]



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Magician
6. Lunatic
7. Marionette
8. Widow
9. Amnesiac
10. Librarian
11. Investigator
12. Dreamer
13. Bounty Hunter
14. Cult Leader
15. Dawn

FABLED, JINXES & LORIC

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Plague Doctor & Baron
If the Storyteller would gain the Baron ability, up to two players become Outsiders.

Alchemist & Widow
An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

Magician & Widow
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Magician & Marionette
If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

Plague Doctor & Boomdandy
If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

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

LORIC

Gardener
The Storyteller assigns all players' characters.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Lunatic
4. Po
5. Vortox
6. Amnesiac
7. Ravenkeeper
8. Dreamer
9. Bounty Hunter
10. Cult Leader
11. 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  **Magician**

6  **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.

7  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

8  **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.

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

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

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

12  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13  **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.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

3  **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.

4  **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

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

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

7  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

8  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

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

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