clocktower of theseus v1.0.0 *by beans :3c*

Sentinel Djinn

TOWNSFOLK



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



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



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



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.

OUTSIDER



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Magician
6. King
7. Marionette
8. Preacher
9. Lil' Monsta
10. Grandmother
11. Spy
12. Leviathan
13. D — Dawn

FABLED, JINXES & LORIC

Riot & Banshee

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

Leviathan & Banshee

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.

Leviathan & Hatter

The Leviathan cannot enter play after day 5.

Legion & Hatter

If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Lil' Monsta & Hatter

If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Legion & Zealot

The Zealot might register as evil to Legion.

Vizier & Zealot

The Zealot might register as evil to the Vizier.

Legion & Summoner

If Legion is summoned, all evil players become Legion.

Marionette & Summoner

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

Lil' Monsta & Vizier

If the Vizier is babysitting Lil' Monsta, they die when executed.

Magician & Vizier

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Lil' Monsta & Magician

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Riot & Monk

If Riot nominates and executes the Monk-protected player, good wins.

Leviathan & Monk

If the Leviathan nominates and executes the Monk-protected player, good wins.

Riot & Ravenkeeper

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Ravenkeeper

Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Mayor

The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Leviathan & Mayor

If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Magician & Spy

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

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Preacher
4. Innkeeper
5. Monk
6. Exorcist
7. Legion
8. Lil' Monsta
9. Sage
10. Farmer
11. Grandmother
12. Ravenkeeper
13. King
14. Spy
15. Leviathan
16. D — Dawn

Riot & Grandmother

If Riot is in play and the Grandchild dies by execution, evil wins.

Leviathan & Grandmother

If the Leviathan is in play and the Grandchild dies by execution, evil wins.

Riot & Exorcist

If Riot nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Exorcist

If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Riot & Innkeeper

If Riot nominates and executes an Innkeeper-protected player, good wins.

Leviathan & Innkeeper

If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Riot & Sage

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & Sage

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Riot & Farmer

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Vizier & Preacher

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

Summoner & Preacher

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Riot & King

If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

Leviathan & King

If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Spy & Poppy Grower

If the Poppy Grower has their ability, the Spy does not see the Grimoire.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Legion & Politician

The Politician might register as evil to Legion.

Vizier & Politician

The Politician might register as evil to the Vizier.

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.

Marionette & Lil' Monsta

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

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

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.

RECOMMENDED TRAVELLERS



Bureaucrat

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



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

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  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Magician**

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

9  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

10  **Grandmother**
Show the marked character token. Point to the marked player.

11  **Spy**
Show the Grimoire to the Spy for as long as they need.

12  **Leviathan**
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

6 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7 **Legion**
Choose a player, that player dies.

8 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

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

10 **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.

11 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

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

13 **King**
If there are more dead than living, show the King a character token of a living player.

14 **Spy**
Show the Grimoire to the Spy for as long as they need.

15 **Leviathan**
Change the Leviathan Day reminder for the next day.

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