# Clock on the Bloodtower v1.0.0 *by Jordan*

Djinn

## TOWNSFOLK



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



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



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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

## OUTSIDER



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



### Sweetheart
When you die, 1 player is drunk from now on.



### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



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

## 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.



### Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

## DEMON



### Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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



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



### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### 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.



### Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lleech
6. Poisoner
7. Godfather
8. Devil's Advocate
9. Pukka
10. Dawn

## FABLED, JINXES & LORIC

**Scarlet Woman & Fang Gu**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

**Scarlet Woman & Al-Hadikhia**

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Innkeeper
5. Monk
6. Devil's Advocate
7. Scarlet Woman
8. Imp
9. Zombuul
10. Pukka
11. Shabaloth
12. Po
13. Fang Gu
14. No Dashii
15. Vortox
16. Vigormortis
17. Al-Hadikhia
18. Lleech
19. Godfather
20. Sweetheart
21. Moonchild
22. 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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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**<br>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 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 8 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 9 |  | **Pukka**<br>The Pukka points to a player. That player is poisoned. |
| 10 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

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 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8 **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.

9 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

10 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

11 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

12 **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

13 **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.

14 **No Dashii**
The No Dashii points to a player. That player dies.

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

16 **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.

17 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

19 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

20 **Sweetheart**
Choose a player that is drunk.

21 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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