PROXYDALE

Unofficial Blood on the Clocktower variant for 4, 5, or 6 players + Storyteller

Proxydale is a variant designed to allow games of *Blood on the Clocktower* with 4, 5, or 6 players, while preserving the rules and structure of the base game (not *Teensyville*), through the use of one or more **empty chairs** acting as "proxies" for active characters.

Unless otherwise stated, **all base game rules apply normally**.

Setup

The total number of seats is increased to **7, 8, or 9** at the Storyteller's discretion, by adding **empty chairs** until the desired number is reached. *For example, in a 7-seat game with 4 players, 3 empty chairs are added.*

Characters are assigned as in a standard game, with the only requirement that **at least one Good and one Evil character must belong to real players**. If this is not the case, the characters are redistributed.

It is also recommended to consider introducing the following **Fabled**, which are useful for balancing the game and for encouraging correct character distribution:

- **Sentinel**: *there might be 1 extra or 1 fewer Outsider in play.*
- **Fibbin**: *once per game, 1 good player might get incorrect information.*
- **Gardener**: *the Storyteller assigns 1 or more players' characters.*

Empty Chairs

Le **sedie** rappresentano personaggi a tutti gli effetti, ma **non sono giocatori**. Hanno un personaggio, un allineamento e possono essere uccise, ma agiscono solo tramite un "proxy", ovvero un giocatore del loro stesso team (vivo o morto) che riceverà le informazioni e/o prenderà le decisioni del caso al posto loro secondo le modalità descritte nel paragrafo *Assegnazione dei Poteri*.

Durante la fase diurna, le sedie funzionano nel seguente modo:

- **Non parlano**, **non votano** e **non nominano direttamente**.
- Possono essere **nominate ed eseguite** come normali giocatori.
- Se una sedia muore, **il suo personaggio muore**, come previsto dalle regole standard.

Chairs represent full characters in play, but **they are not players**. They have a character and an alignment and can be killed, but they act only through a "proxy," meaning a player of the same team (alive or dead) who receives information and/or makes decisions on their behalf, according to the rules described in the *Ability Assignment* section.

During the day phase, chairs function as follows:

- They do not speak, vote, or nominate directly.
- They can be nominated and executed like normal players.
- If a chair dies, its character dies, as per standard rules.

Proxy system

Each chair's ability is assigned to a player (alive or dead) of the same team, chosen by the Storyteller each time, and communicated as follows:

- **Night abilities**: resolved normally during the *night order*, with the *proxy player* receiving the information/actions.
- **Day or mixed abilities**: assigned at the end of the *night order*, so the *proxy player* can use them during the following day.

The Storyteller communicates to the proxy player:

- **which character has activated**
- **the information learned and/or the action to be taken**

The Storyteller never reveals which chair the character belongs to. Therefore, a Good proxy player can only assume that the character is on one of the living chairs. This does not apply to Evil proxy players, who, having access to the initial evil wake-up, may know or easily infer the location of their minion or demon.

Voting and Majority

Chairs cannot nominate directly, but **they may do so at the request of a dead player**, under the following rules:

- The player must not have already nominated (or requested a nomination) that same day.
- The chair being asked to nominate must be alive.
- The request must be clearly stated. *Example: "I ask chair X to nominate Y."*
- A chair cannot be asked to nominate itself.
- Each chair may nominate multiple times per day (not just once), but the nominee must not have already been nominated (as per standard rules).
- After the request is made, and before voting begins, any Evil player (alive or dead) may publicly declare a **veto** to prevent the nomination. **The veto only takes effect if both the chair and the vetoing player are Evil**; otherwise, nothing happens. If vetoed, the requesting player may still ask another living chair (if available) to make the same nomination.

Further Clarifications

All effects that influence a character (*drunkenness*, *poison*, *madness*, etc.) apply normally to chair characters, as per standard rules. In other words, if a chair's character is *drunk* or *poisoned*, the information given to the proxy will presumably be incorrect, usable abilities will not function, etc.

Likewise, if a chair's character is healthy, the proxy will receive presumably correct information even if their own character is drunk or poisoned, unless other misdirection/misinformation effects are present (e.g., Vortox).

The veto is an extremely risky move for the Evil team, as it publicly reveals both the player and the chair as Evil. It should only be used in exceptional circumstances, for example to prevent a Good player from asking an Evil chair to nominate their own demon in the late game.

Problematic or Discouraged Characters

The following characters require special care or restrictions if included in a script:

- **Barber**, **Pit-Hag**, and other characters that can create "good" demons or otherwise problematic characters: creating a good demon on a chair would effectively "hide" it, since chairs cannot speak or communicate what happened.
- **Cerenovus**, **Harpy**, **Evil Twin**, **Mutant**, and other characters that strongly rely on roleplay: if placed on chairs, they would not be able to function effectively.
- **Wizard**: should not be allowed to make wishes that exploit the specific mechanics introduced by these rules (see *Barber*, *Pit-Hag*, *Cerenovus*, etc.).
- **Monk** and all "choose a player, not yourself" characters: difficult to use via proxy, since the proxy has no way of knowing where the character actually is.
- **Exorcist** and all "choose a different player than last night" characters: difficult to manage via proxy due to the lack of reliable tracking.
- **Dreamer**, **Flowergirl**, **Fortune Teller**, **Town Crier**, **Savant**, and other "each night, you learn…" characters: they require a huge mnemonic effort and internal coordination from the Good team to be truly effective, with the risk of unnecessarily burdening the game, unless the Storyteller always assigns the same proxy throughout the entire game (which risks mechanically confirming that player, greatly benefiting the Evil team).
- **Mayor**, **Saint**, **Klutz**, and other characters that introduce special win or loss conditions: if placed on a chair, the Good team would have no way to learn that those conditions exist. They should only be used with *Gardener*, *Grandmother*, *Washerwoman*, *Librarian*, or other controlled setups that assign or reveal those characters to the Good team.

In general, it is advisable to exclude any character that requires tracking a private context or communicating with other players in a way that is "non-proxyable" or non-deterministic.

Final thoughts

Proxydale introduces a more opaque and layered game structure, in which the information received is often reliable but not immediately attributable to a precise source. This asymmetry produces distinct advantages for both teams, redefining strategic priorities compared to a standard game.

For the Good team, the main benefit lies in informational continuity: even with a small number of real players, the information flow typical of a full game is largely preserved thanks to the chairs. This allows for deeper deductions, cross-referencing of data, and the construction of coherent narratives over the medium term, rewarding coordination, shared memory, and probabilistic reasoning rather than individual certainty.

For the Evil team, Proxydale offers new opportunities for concealment and manipulation. The ability to know and coordinate with one's ally enables more sophisticated strategies than in Teensyville, while the Good team's inability to precisely locate characters opens broader spaces for ambiguity, bluffing, and misdirection than in the base game.

Overall, Proxydale is a variant designed for experienced groups who can appreciate a more cerebral and less declarative game, and which benefits decisively from an attentive, proactive Storyteller willing to intervene with the tools at their disposal (such as the *Fibbin*) to maintain pacing, clarity, and balance. In this context, chairs are not merely a technical solution to a numerical problem, but become a true design tool, capable of transforming the game into an exercise in pure deduction and strategic tension.

Recommended scripts

The following scripts are designed to highlight the unique mechanics of Proxydale, offering different play experiences in terms of complexity, cognitive load, and strategic depth.

- **Welcome to Proxydale**. Specifically designed to guarantee an experience similar to the standard game without overburdening the Storyteller: all characters can be easily managed via proxy.
- **Revenge of the Seat**. Designed to introduce more complex strategies by leveraging the specific mechanics of this version. Recommended after at least 5–10 games with the previous script.
- **Final Delegation**. A true brain-teaser built around the synergies of some experimental characters. Recommended after at least 10–20 games with the previous scripts.