

detect evil. Registering as a character does not impart that character's ability.

Reminder token: The small tokens that help the Storyteller remember all sorts of things. Reminder tokens are specific to a certain character.

Rules sheet: The sheet that is read out at the beginning of a game so that new players can learn the important rules. New players may instead read the sheet privately if they wish.

Script Tool: The online character list generator, which allows you to design scripts from any combination of character tokens you own. Use the Script Tool at BloodOnTheClocktower.com/script.

Script: A collection of characters, created via the Script Tool, that can be printed to make character sheets.

Setup sheet: The sheet that details what the Storyteller needs to do before beginning a game.

Shroud: The black and grey banner-shaped token used in the Grimoire to indicate that a player is dead.

Sober: Not drunk.

Starts knowing: Shorthand on character sheets and tokens. A character that "starts knowing" gains knowledge on the first night or, if such a character is created mid-game, at that point instead.

State: A current property of a player. A player is always either drunk or sober, either poisoned or healthy, either alive or dead, and either mad or sane.

Storyteller: The person who runs the game. The Storyteller keeps the Grimoire, follows the rules of the game, and makes the final decision on what happens when a situation needs adjudication.

Team: All players sharing an alignment. "Your team" means "You and all other players that have the same alignment as you."

Think: A player who "thinks" they are a different character receives a character token that does not match their true character in the Grimoire. The Storyteller pretends to this player that they are this false character.

Tomorrow: The day phase and the night phase following the current night phase.

Townsfolk: A type of good character. Townsfolk have abilities that help the good team. Usually, most in-play characters are Townsfolk. The Traveler sheet lists the number of Townsfolk in the current game.

Town Square: The grey cardboard sheet in the center of the seats. The Town Square has the player's life tokens and vote tokens on it, and the Traveler sheet under it.

Traveler: A type of character for players who are late to join or who expect to leave early. The player chooses their character, and the Storyteller chooses their alignment. Travelers have great power, but may be exiled by the group.

Traveler Sheet: The sheet placed under the Town Square. It lists how many Outsiders and Minions are in the current game and what the Travelers' abilities are.

True info: True information, such as a true statement, gesture, or character token. The Storyteller must always give true information about the rules. See False info.

Type: A class of character—Townsfolk, Outsider, Minion, Demon, Traveler, or Fabled.

Vote: Raising a hand when the Storyteller is counting the number of players in favor of an execution. Players may vote per day. A dead player may only vote once for the rest of the game. The votes are tallied clockwise, ending with the nominated player. The exile process, though similar, is not a vote. See Exile.

Vote token: The round white circular token that is put on a player's life token when they die. When this dead player votes, they remove their vote token and cannot vote for the rest of the game.

Wake: A player opening their eyes at night. The Storyteller wakes a player by tapping twice on the knee or shoulder, and wakes all players by saying "eyes open, everybody" at dawn.

Win: At the end of the game, one team will win. Alive and dead players lose as a team. Good wins when the Demon dies. Evil wins when there are only two alive players, not including Travelers.



Blood

On The Clocktower

Rulebook

offend some people or make others uncomfortable with playing. Whilst those uncomfortable with games involving taboo subjects in general may be better off finding a different game to play, you can cater to players with strong dislikes for particular characters by making your own character lists, with exactly the characters you want in play and none that you don't. For more on this, read "The Script Tool" (page 26).

Shy players, paradoxically, tend to very much enjoy the intense social interaction of *Clocktower*. Many will stay silent and simply listen, taking part every so often by revealing information and putting their vote to good use. However, they may let other players interrupt them when trying to talk, or their voice may simply not be loud and dominant enough to get the group's attention.

If you notice a player in this situation, give them the floor every so often. Silence the rest of the group and allow the shy player to say what they wish to say uninterrupted. Never demand that the shy player speak—simply ask if they wish to.

The best time to do this is when the shy player has been nominated, as this is when the group's attention is mostly on them anyway. Even saying "You have been nominated. What do you have to say?" can be the prompt they need to talk and be listened to, without you needing to silence the rest of the group at all.

Gradually, over several games, you will probably find that the previously shy player gains a sense of confidence and begins to participate more.

Talkative players. Don't silence a player unless the rest of the group is silenced too. Telling a talkative player to be quiet while letting everyone else speak will lead that player to feel they are being treated unfairly, which they have been. *Clocktower* is a game about talking, after all. If you need to silence a notorious chatterbox so that you can be heard, or so a shy player can be heard, then silence the rest of the group as well.

Get the game to last until the final day if you can. Games of *Clocktower* are at their most exciting when there are just three or four players alive, and a right or wrong execution can mean victory or defeat. Games that end at this point tend to have more tension, more drama, and a bigger cheer for the victorious team. So...how do you help the game get to the final day?

Help the weaker team as much as possible. As the Storyteller, you are not exempt from the rules, but there are many places where you can decide to give the weaker team an invisible stroke of luck.

Is evil absolutely stomping good? You can give the drunk Empath correct information some nights, or make the Spy that is executed register as the Spy to the Undertaker. Maybe when the Mayor is attacked at night, you could kill a Minion instead of a Townsfolk?

Is good absolutely demolishing evil? Think carefully about what information you give to drunk or poisoned Townsfolk. The wrong information at the right time can swing the fate of a game dramatically.

It is never a good idea to flat-out decide the winning team by exploiting a game rule. It's pretty unfair to end the game by killing the Tinker or by having an attacked Mayor kill the last evil player alive, for instance. However, a player that has been told to be mad by the Cerenovus can end the game by being executed, because that's a player's choice much more than your choice. Do what will create the most interesting game and the most climactic finish that the players feel they earned themselves.

Listen to the bluffs of the evil players and run your game accordingly. If the Imp is claiming to be the Slayer and wants to use their ability, make sure it looks like their ability just didn't work. Put in the same effort as if they were actually the Slayer! If the Spy is claiming to be the Fortune Teller, and is chosen by the Ravenkeeper, then choose the Fortune Teller to be the good character that the Spy registers as.

Evil players rely on you every so often to help make their lies sound like the truth. Help them out wherever you can.

For example, if an evil player is claiming to be the Virgin and is nominated, nothing will happen. To make it look like the evil player was actually the Virgin, you can move your hands around the Grimoire to make it look like you are putting the Virgin's "No ability" reminder token by the character token. After all, if the real Virgin was nominated, this is what you would be doing. Beginner players won't pick up on this subtlety, but veterans might.

To encourage a big and exultant celebration at the end of the game, declare the victory with some flair. Simply saying "evil wins" in a quiet voice out of the blue doesn't really encourage the evil team to jump up and start high-fiving each other. Giving the announcement some dramatic pause, getting the group's attention before speaking in an authoritative voice, or telling the players that high-fives and hugs are acceptable can all be great ways to allow your winning team to celebrate in the way they'd like. It's their victory. They've earned it. And once you have experienced the thrill of winning as the Demon in a 15+ player game, you'll know how cathartic it can be to cut loose in celebration at this point. Even an unexpected loss after a game this size will be remembered for months to come.

Running the Game

Setup

You can set up a game of Clocktower by following the instructions on the setup sheet, which are explained in more detail here.

1. Gather your players. Get one chair per player and arrange the chairs facing each other. A rough circle or square is fine, as long as people are sitting in a definite clockwise or counterclockwise order. As the Storyteller, you will need to be able to enter and exit the circle often, so leave a gap between two chairs. The center of this space will need to be mostly empty—no tables or hazards on the floor which can be tripped on.

2. Prepare the Grimoire. Clip and stand the Grimoire by fastening the two metal clips as close as possible to the upper and lower corners, creating a sturdy book-like container from the game box.

Unfold and assemble the black Grimoire stand and place the Grimoire upon it, putting it where players that walk around will not accidentally see its contents.

Collect supplies of all the info, night, and shroud tokens anywhere you like in the Grimoire. (*We recommend the bottom-left corner of the right side.*)

3. Choose an edition. This box set comes with three editions: *Trouble Brewing*, *Bad Moon Rising*, and *Sects & Violets*. Choose one to play with. Uncover and add its edition box to the bottom-left part of the Grimoire. (*This will let you easily access the character and reminder tokens you need for this game.*)

You'll need 5 players or more for *Trouble Brewing*, and you'll need 7 players or more for all other editions.

*We recommend you start with *Trouble Brewing* and then move on to other editions. Likewise, we recommend you run a game or two with 5 to 10 players to get the hang of things, then try your hand at larger games.*

4. Prepare the Town Square. Place the Town Square board on the floor in the center of the chairs. Add life tokens equal to the number of players to the Town Square. Put a pile of vote tokens in the center of the Town Square. Place the Traveler sheet partially under the Town Square, so it shows the number of Townsfolk, Outsiders and Minions.

5. Read the rules to any new players. The rules sheet describes all the major things that a new player will need to know to start playing. Simply read out the text written on this sheet to the group, or let those who want to read it privately do so.

Part of the rules sheet will prompt you to talk about various hand signals. You'll want to demonstrate these hand signals as you go, since some players learn visually.

If you wish, you can read out the part of the rules sheet that talks about nominations and executions now, but most players will learn this better if you read it out later on, when the first nomination for execution begins.

There is a duplicate rules sheet on the reverse side of the Traveler sheet, kept under the Town Square. To save time, get a veteran player to read out the rules from this sheet, so you don't have to. While they are explaining the rules, you can set up the game.

6. Secretly choose characters. Take all of the Townsfolk character tokens out of the chosen edition box, and choose the appropriate number for the number of players, as listed on the setup sheet. Put these character tokens in the left side of the Grimoire, and return all remaining Townsfolk character tokens to the edition box. Then, do the same for any Outsiders, Minions, and the Demon. Do this secretly—the players do not know which characters are in the game.

If there are more than 15 players in this game, then any excess players must volunteer to be Travelers. Travelers have enormous power but less responsibility, and they often help the game go quicker. Give these volunteers the Traveler sheet, so that they can choose which Travelers they wish to be. You'll find more information about them in "Traveler Characters" (page 18).

For your first game, we do **not** recommend that you include Travelers.

Choosing Characters. The characters you choose will greatly affect how the game plays. Choose what you think will be fun, what will interact well, or simply what you feel capable of handling. If it is your first game, and you don't know which characters to include, consider the following (for an 8-player game) or alter it to suit your style:

1) Chef, Empath, Fortune Teller, Undertaker, Virgin, Drunk (Investigator), Scarlet Woman, Imp. This setup has a lot of information for the good team, and is a great way to get people engaged and talking immediately, but also is relatively safe for evil players that are unsure of how to bluff well. It will be a chaotic game that is a blast for new players. Remember to give the drunk Investigator

Glossary

Ability: The special power or penalty of a character, printed on its character token, the character sheet for the chosen edition, and the character almanac for the chosen edition. The definitive text of the ability is printed in the “How to Run” section of the character almanac. Characters have no ability when dead, drunk, or poisoned.

About to die: The player who has enough votes to be executed and more votes than any other player today.

Alignment: The team that a player is currently on. Alignment is either good or evil. If a player changes alignment, their character stays the same. If a player changes character, their alignment stays the same. Players know their own alignment.

Alive: A player that has not died. Alive players have their ability, may vote as many times as they wish, and may nominate players. As long as 3 or more players are alive, the game continues.

Alive neighbors: The two alive players that are sitting closest—one clockwise, one counterclockwise—to the player in question, not including any dead players sitting between them.

Ally: A player of the same alignment.

Character: The role that a player plays, such as the Butler, as listed on the character sheet and character almanac for the chosen edition. Characters may be in play or not in play.

Character sheet: The cardboard sheets that list all of the possible characters and their abilities for the chosen edition.

Character token: The large round token that each player gets at the start of the game that indicates their character. Players cannot look at each other's character tokens.

Choose: This word in a character's ability indicates that their player decides something. If this word is absent, the Storyteller decides instead.

Clocktower: *Blood on the Clocktower*, the world's greatest bluffing game!

Day: The game phase in which players have their eyes open, talk with each other, and vote for an execution. Each day is followed by a night. Each night is followed by a day.

Dawn: The end of a night, just before the next day begins. Characters that act “at dawn” act after almost all other characters.

Dead: A player that is not alive. Dead players may only vote once more during the game. When a player dies, their life token flips over and they gain a vote token, they gain a shroud in the Grimoire, they immediately lose their ability, and any persistent effects of their ability immediately end.

Declare: State to the group so that everyone can hear you.

Demon: A type of character that begins evil. If the Demon dies, the good team wins. Demons usually kill players at night and have some other ability that harms the good team.

Demon info: Shorthand on the night sheet, representing the information that the Demon receives on the first night if there are 7 or more players. The Demon learns which players are the Minions, and learns 3 good characters that are not in play to help them bluff.

Demon, The: The player that has the Demon character. In a game with multiple Demons, each alive Demon player counts as “The Demon”.

Drunk: A drunk player has no ability but thinks they do, and the Storyteller acts like they do. If their ability would give them information, the Storyteller may give them false information. Drunk players do not know they are drunk.

Dusk: The start of a night, just after the players close their eyes. Characters that act “at dusk” act before almost all other characters. Abilities that last “until dusk” end as soon as the players go to sleep.

Each night: Every night phase.

Each night*: Shorthand on character sheets and tokens, meaning “Every night phase except for the first night phase.”

Edition: A scenario of *Clocktower* that contains a set of tokens, character sheets, and a character almanac. For example, *Trouble Brewing*. Each edition has a unifying theme, strategy, and tone.

Evil: The evil alignment. Minions and Demons (red characters) start as evil. Evil wins when just 2 players are alive, not including Travelers.

Evil character: Minions and Demons.

Execution: The group decision to kill a player other than a Traveler during the day. There is a maximum of one execution per day, but there may be none. A nominated player is executed if they got votes equal to at least half the number of alive players, and more votes than any other nominated player.

Exile: The group decision to kill a Traveler during the day. There may be any number of exiles per day, including none. Any players may support an exile, even dead players without a vote token. Abilities cannot affect an exile decision in any way. Though an exile is similar to a vote for execution, the process is not a vote, and an exile is not an execution. See Vote and Execution.

Fabled: A type of character for the Storyteller. Fabled characters are neutral, chosen by the Storyteller publicly, and usually make the game fairer in strange situations.

False info: False information, such as a false statement, gesture, or character token. The Storyteller may give false information when an ability malfunctions, such as when the player is drunk or poisoned. See True info.

How to Use These Books

You are the Storyteller. You are the boss. You will be the person who reads the rules, who referees the game, and who creates the chaotic and fun situations in which your players will play. Many people find the Storyteller role the most creative, rewarding, and interesting of all. This book is written for you, and you will need to read some of it before running your first game.

The players you will guide don't need to read any of this rulebook, nor any of the almanacs or sheets included. Part of your role as Storyteller is to familiarize them with the basic rules at the start of their first game. That said, players are still welcome to read whatever tickles their fancy in these rulebooks—there is nothing secret here.

If you've already played *Blood on the Clocktower* and have a rough idea of how the Grimoire works, you can skip ahead to "Running the Game" (page 9). If not...

To prepare for your first game:

1) Read "Understanding the Basics" (page 3). This chapter will give you an overview of *Blood on the Clocktower* so you can understand what kind of game it is. If you are already familiar with social deduction games such as *Werewolf* or *Mafia*, you will find some familiar territory here.

2) Read "Running the Game" (page 9). This chapter explains the basic rules of the game. You will learn how to start a game, how to end it, and what to do in between.

3) Read the *Trouble Brewing* character almanac. *Trouble Brewing* is the most basic edition of *Clocktower*, and we highly recommend you start with it. Take a look at the characters and get a sense of each one. You don't need to know every detail of every character combination—just enough to get a rough idea of how they work.

Once you've done this, you are ready to run your first game!

- **While running a game, if you need to quickly clarify a rule, read the Glossary (page 30).** The Glossary is much more than just a definition of terms—all the important game rules are listed there alphabetically.
- **If anyone wants more information about how a character works,** refer to their entry in the appropriate Character Almanac, which explains each character's weird and wonderful nuances, as well as interactions with other characters in that almanac.

After running your first game or two, you'll find it handy to read further:

- **"The Nitty-Gritty" (page 15)** includes guidelines for interpreting the rules and the characters' abilities as well as a cornucopia of information on the types of characters available.
- **"How to Be a Great Storyteller" (page 21)** gives tips and tools to help you take your games to the next level.
- **"Going Further" (page 26)** describes how to create custom lists of characters, gives advice on growing your *Clocktower* group, and catalogues many new *editions*—collections of characters you can add to your game. Reading these sections will help you make your games smoother, massively more fun, infinitely varied, subtly weird, and fiendishly challenging!
- You can read the *Bad Moon Rising* and *Sects & Violets* almanacs once you wish to run them. Don't worry about these editions until then.

Your understanding is more important than blindly following a procedure. Instead of simply listing the game rules in one dry chunk and hoping that you absorb it all at once, this rulebook is written in such a way that you learn the rules as you learn what you need to do as the Storyteller. You can expand your knowledge and add flair to your games once you've got the basics down.

One exception here: If you forget to wake a player that should have woken during the night, you can either temporarily put all players back to sleep in the morning and wake just that player, or you can request a private chat with that player and resolve their ability then. For example, if you forgot to wake the Butler, either put all players to sleep and resolve the Butler's ability, or just take the Butler aside and ask who they wanted to choose as their Master last night. If you think that you can fix a mistake in this way, go for it.

If you relax and take your time when setting up each night phase, you'll find that mistakes get less and less frequent. If you find that you are being rushed, relax and take your time. If you are confused about something, you guessed it: relax and take your time.

It is often best to answer questions privately. Most players' questions will be about their character. When talking privately, you can be more candid and responsive. When answering player questions publicly, remember to refer to the name of the *player*, not their character, and to talk in such a way that does not reveal excess information to the group. For example, if the Empath asks you publicly, "What did the one-finger hand signal mean last night?" and you answer "It meant a one," then you have publicly confirmed that the Empath is the Empath. Or if a Monk asks, "How many players can I choose at night?" and you say "One," then you have revealed too much. In private, these conversations can happen much more easily.

Discourage players from talking about their characters before the first night begins. You may even want to ban this behavior. If players consistently reveal their characters before the Demon has received its three not-in-play characters to bluff as, then that pressures the Demon to reveal who they are before they are ready. Even though it goes against the "You may say whatever you want at any time" rule, stopping good players from using this strategy may be necessary. Most players understand that the game has not really begun until the first night begins, and will not do this. However, if it becomes an issue, either ask players to not do it, or put the Hell's Librarian, one of the Fabled (page 19), into play.

You may have to do the same thing if players continually talk about their abilities during the night while they are using them. If players narrate their own abilities during the night—saying things like "I am waking now. I am learning that the executed player was the Soldier."—then it can be extremely difficult for evil players to bluff, as they would have to narrate actions during the night while they are actually asleep. Instinctually, most players realize that the night phase is a time to stay silent, or at least not to talk about their own actions until morning. However, if it

becomes an issue, either ask players to not do it or put the Hell's Librarian into play.

It is best to keep the players in the circle while they are playing. This prevents players from wandering all over the place, which causes difficulty getting everyone together when nominations are called. Keeping players within the circle also encourages veterans to talk to newer players and for newer players to talk to each other. The last thing that you want is your veterans wandering off in ones and twos, leaving a new player sitting in the circle alone.

This also encourages players to leave their seats to talk in private to players on the opposite side of the circle, as everybody is close together. Players having private conversations with each other can be a huge part of some games, and is something that really adds new levels of strategy to both good and evil's arsenal of tricks.

If you have spare moments during the day phase, you can read the text on the in-play character tokens. This will help you learn exactly how each character works and how they interact with the other characters in play. This is surprisingly useful when running a new edition for the first time. Some character text is subtle, and you may not notice everything on first reading. You usually only need to know how the in-play characters work. All other characters on the character sheet have little or no bearing on the game.

Making Things Fun

You can ask, "How would you like to die?" to a player just before they are executed. Doing this in public allows the dying player to come up with all sorts of interesting and amusing ways that they would like to be executed. Some players will want to take a long walk off a cliff, while many will request death by more pleasurable means.

If you like, you can narrate the details of their death in response. If you do so, it is best to keep things short, funny, and lighthearted. Don't make it awkward. For example, if a player answers, "I die by getting stabbed in the back, at a banquet in my honor," you can narrate this death by saying something like "Well...the Townsfolk all gather together and hold a big feast, and while you're giving a speech, somebody stabs you in the back with a cake fork, but you had already died of boredom from the speeches earlier in the night." If you instead respond with a detailed description of which bones and muscles tear and how painful it is, this will simply gross people out and make them uncomfortable in continuing to play your games in the future.

Keep the vibe fun and frivolous if you can. Say nothing at all if you can't. Remember that people may have all sorts of things they are squeamish talking about in public,

Place night tokens on the night sheet by each character who is acting tonight and by the "Dawn" line. Also, add night tokens in the special situations below.

- **If this is the first night of the game and there are 7 or more players**, add night tokens to the "Minion info" and "Demon info" entries on the night sheet. (*This will remind you to wake all the Minions and show them the Demon, and to wake the Demon and show them the Minions.*)
- **If this is not the first night and there are Travelers in play**, then place a night token by the "Dusk" entry of the night sheet. (*At dusk, some Travelers act—a night token here can help you remember to wake them.*)

Leaves. The easiest way to know which characters need night tokens is to look for leaves on their character tokens. A leaf on the left side of the token means that character acts on the first night. A leaf on the right side means that the character acts on all other nights.

Planning. This is also a good time to think briefly about what you might need to do in the coming night. For example, if this is the first night, you will show the Demon three not-in-play character tokens to help them bluff. Which tokens will you show them? If a player is drunk and will act tonight, what misinformation will you give them? Knowing what you want to do in advance will help the nights go quicker, which keeps players engaged.

Players may talk amongst themselves freely while you are planning the night phase.

Running the Night

During the night phase, players keep their eyes closed. Some players will wake, opening their eyes, to learn information or use powerful abilities. Typically the Demon attacks at night, killing one or more players or otherwise causing havoc.

To start the night, tell the players to close their eyes. Say "All players, eyes closed," or something similar, and check that their eyes are closed if needed. Now, do the actions on the night sheet from top to bottom.

If it is the first night and you are playing with 7 or more players, do these two steps:

1) Wake all the Minions and show them the Demon. Let the Minions make eye contact so they know who each other are. Then, show each Minion the "This Is the Demon" info token and point at the Demon. Make sure all Minions can see who you are pointing to. Then, put all the Minions to sleep.

2) Wake the Demon and show all Minions. Wake the Demon, show them the "These are your Minions" info token, then point to each Minion. Then, show the Demon

the "These characters are not in play" info token, and show the Demon any three good character tokens that are not in play.

Bluffing. Showing these character tokens will help the Demon bluff as one of them. It is usually best to show two Townsfolk and one Outsider token to the Demon—that way, they can choose among all sorts of characters to bluff as. They can, of course, ignore this advice and bluff as any character they want.

Wake each player who gets to use their character's ability tonight, one at a time from top to bottom on the night sheet. Resolve their ability, and then put the player to sleep.

As characters act, place reminders as needed. A yellow circle next to a character on the night sheet means you may need to put that character's reminder token somewhere. For example, after the Poisoner chooses someone, put the Poisoner's "Poisoned" reminder by the chosen player's character token, to remind you that they're poisoned.

When you reach dawn, simply wait five to ten seconds. Then, declare that the players can open their eyes. Saying "All players, eyes open," or something similar does the trick.

If any players died at night, declare immediately which players died at night. You'll learn about death later in "Execution and Death" (page 13).

Doing Dawn Well. The small wait at dawn prevents players from knowing for sure whether they were the last to act at night. Likewise, declaring who died immediately prevents players from quickly shouting out "I died! I wasn't woken last night!" which helps prove that they're a particular character.

How do I know who to wake up at night? The Storyteller will need to judge from the state of the game whether they need to wake a player up, even if they have a night token on the night sheet. The description of the character itself will say when they will wake up through the course of play.

For example, the Ravenkeeper gets a night token because they might need to be woken, but might not. If the Demon kills the Ravenkeeper, you will wake the Ravenkeeper later that night to give them their information. If the Demon does not, simply skip the Ravenkeeper's action that night—there is no need to wake them for no reason.

For another example, the Gossip's ability may kill a player, but the Gossip player does not wake to learn that this has happened.

balances out a game in progress. Most players will want Travelers to join their game, as most Travelers are good! Keeping this "join at any time" vibe happening will make your games more accessible to everyone.

Use the Fabled. These characters are designed so you can include all types of players and encourage their participation. The Angel helps new players enjoy their first game without fear of death. The Revolutionary helps players join in when they would otherwise be incapable. The Buddhist gets your veterans to be silent while the new players contribute. If you know your Fabled, your game will get a reputation as being super inclusive, and that's a good thing.

Check out the Strategy Guide online. For in-depth strategy on each character, go to the wiki. If your group comes up with an original or crazy way to play a particular character, edit the online guide and have your advice heard. Find all this on BloodOnTheClocktower.com/wiki

The Editions

Your *Blood on the Clocktower* box set comes with three editions for you to try: *Trouble Brewing*, *Bad Moon Rising*, and *Sects & Violets*. We highly recommend that you get familiar with Storytelling *Trouble Brewing* before moving on to these more complex editions. The character almanac for *Trouble Brewing* offers many helpful reminders of game concepts that make it a useful reference as you play, while the more complicated editions only give reminders for newly introduced concepts and particularly intricate interactions.

More editions will be available soon. Each edition has 25 new and unique characters tailored to create a unique gaming experience, and the strategies needed for victory vary drastically with each. Some editions encourage whispers and secrets, others open sharing. Some encourage pure logic, others wild and crazy bluffing. If you would like to take your *Clocktower* games to the next level, visit our site for more information: BloodOnTheClocktower.com

All characters included in these editions are also listed in the Script Tool, so you can mix and match them with other characters you own, so you can create your own games!



Beginner. Recommended for players and Storytellers new to *Blood on the Clocktower* or to social deception games.

Trouble Brewing has a little bit of everything. Some characters passively receive information, some need to take action to learn who is who, while some simply want to bait the Demon into attacking them. Both good and evil can gain the upper hand by making well-timed sacrifices. *Trouble Brewing* is a relatively straightforward Demon-hunt, but evil has a number of dastardly misinformation tricks up their sleeves, so the good players best question what they think they know if they hope to survive.



Intermediate. Recommended for players who are proactive, dedicated to working as a team, and don't fear dying.

Bad Moon Rising is a death extravaganza. Demons kill multiple times per night, and Minions get in on the action too. Good players can take great risks to gain reliable information, but may accidentally kill their friends in the process. Luckily, there are many options to keep players alive long past their use-by date. If the good team cannot determine which specific Minions and Demons are in play, however, their doom is all but certain.



Intermediate. Recommended for players who want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game.

Sects & Violets is the craziest of the three editions included in the base set. Good characters get amazing information each and every night. However, the evil team is extremely varied and threatening and can throw massive confusion into the mix. Characters change alignment. Players change characters. Even the evil team can lose track of who is who. This is also the first appearance of **madness**, which throws all manner of spanners into the works.

Demon, wakes up and points to Douglas, the Chef, signaling that he wishes to attack Douglas.

Lachlan, the evil Poisoner, wakes up and also points to Julian, since he'd heard Julian whisper that he is the Undertaker—a character who learns which character died by execution. Julian is now **poisoned** and will get false information tonight. Sure enough, when Julian wakes later that night, the Storyteller signals to him that Sarah was the Drunk, a good character, even though Sarah was actually the Scarlet Woman.

After the night is finished, all players open their eyes, and the Storyteller tells the group that Douglas died during the night.

"Damn," says Douglas.

"Aha!" says Julian. "Sarah was not the Scarlet Woman at all! She was the Drunk! Sarah is good, which means either Abdallah or Marianna is lying!"

Lachlan, the evil Poisoner, feels satisfied that the poisoned Undertaker's misinformation has helped the evil team recover from their initial loss of Sarah. Lachlan says, "Amy, why don't you tell the group what you told me in private earlier? You are a powerful character and could be very useful to us good folk."

Amy speaks up. "I am the Slayer," she says, interrupting a heated conversation between Sarah, Alex, Marianna, and Julian. "I am able to kill the Demon immediately if I can guess correctly who it is. But I only get one shot at it."

Benjamin, the Demon, says, "Good idea! I reckon that Marianna is the Demon. She is making everyone look evil, and getting us to turn against ourselves."

"Get real. That's total bollocks," says Marianna.

"Maybe it's Marianna," says Amy, "but Lewis is just too quiet for my liking. What is he hiding?"

"I am the Soldier!" says Lewis. "I didn't want to say who I was because I wanted the Demon to attack me. I am safe from the Demon."

"I trust Lewis," says Benjamin. "I'm the Washerwoman, so I know Lewis is the Soldier."

"I've got a good vibe on Lewis too," says Evin, "I am the Monk, and protected Julian last night. We need our Undertaker to survive. But he does have shifty eyes."

"But wait!" says Amy. "If Sarah is the Drunk, then that must mean Abdallah is lying! We can't have both a Drunk and a Saint at the same time! It's Abdallah!"

"I'm sorry, but you are mistaken," says Abdallah. "I think that Sarah actually is evil after all, and our Undertaker is lying. Trust me."

"Nope," says Amy, "I choose to use my Slayer ability on Abdallah."

The Storyteller enters the circle again and informs the group that, unfortunately, the Slayer has not found her target today. "So," says Evin, "that means that either Abdallah is good, or Amy is lying."

"I knew it!" says Benjamin. "Traitors in our midst! You just can't trust anyone these days."

After more chit-chat of this nature, the Storyteller prompts the group to choose a new player to execute. Then, another night begins, where all players close their eyes, and some players open their eyes to receive information from the Storyteller or to use their abilities while no one else is watching.

If the Demon is executed by the good players, good wins. But if good cannot solve the puzzle in time, and the Demon continues to eat player after player each night for much longer, evil will win. What exciting stuff!

your own character list using the Script Tool (page 26), a Fabled can help it be more fun.

Use the Fabled only when you need them. They can be incredibly useful in helping your games be more enjoyable and accessible to players of all sorts, but adding them willy-nilly to every game is unnecessary and gets old quickly.

To include a Fabled in your game, simply choose one, tell the group which Fabled is in play, and put the Fabled character token in the center of the Grimoire as a reminder about what the character does. Some Fabled are added at the start of the game, while others can be added and removed at any time. You may add multiple Fabled if you wish.

The Fabled cannot die or lose their ability. You are the Storyteller, not a player, so your Fabled are immune to all game effects, including death, drunkenness, and poisoning. Like Travelers, the Fabled do not count as players for the “two players remain alive” victory condition for the evil team.

For more information on what specific Fabled do and how they can benefit your game, read the *Travelers & Fabled Almanac*.

Nominations and Voting

Call for nominations when you feel it is appropriate. Doing so after five to ten minutes of chit-chat is usually about right, but some groups may want to talk for longer or shorter. Make sure everyone's back in their seats at this point.

Say, "I now call for nominations," or something similar. A player can nominate someone by simply saying, "I nominate Bob," or the like. When you hear a nomination, repeat it back to the group—for example, "Sally has nominated Bob." This way, everyone knows that you have heard and accepted the nomination.

There are a few limitations on nominations, as follows. If a player tries to nominate in a way that's not allowed, simply tell them it's not allowed.

- **Only one player may be nominated at a time.** If a nomination has been made but not yet voted on, another nomination cannot be made yet.
- **Only alive players may nominate.** Dead players can be nominated, but this is almost never wise to do.
- Each player may nominate only once per day, and each player may be nominated only once per day.

Give the nominated player a chance to defend themselves before tallying the votes upon them. Ten to thirty seconds is about right, but longer is okay too.

Tally the votes. Stand in the center of the circle, holding the Grimoire in one hand and holding your other hand out straight toward the nominee. Say the name of the player and that voting has started.

Then, slowly spin yourself clockwise, counting aloud the number of votes as you go, until you come back to the nominee. (*Counting aloud helps undecided players make up their minds as to whether to vote or not.*) The nominee may vote for themselves, if they wish - their vote is counted last. If a player has their hand up when your hand reaches them, that's a vote. If a player has their hand down, that's not a vote.

- **Each alive player** may vote for as many players as they wish per day.
- **Each dead player** may vote for only one player throughout the rest of the game.

Declare the result. The vote succeeds if:

- The nominated player got **more votes** than any other nominated player today, and
- The number of votes **equals or exceeds** half the number of alive players.

It is the middle of the game. Six players are alive, and four players are dead. Steven gets three votes, so the vote succeeds. It doesn't matter whether or not the three votes came from alive or dead players—there were three votes, which is half of the six alive players.

If the **vote succeeds**, declare that the nominated player is about to die. This player will be executed today...unless a future nominee gets even more votes. Call again for nominations and tally the vote for the next nominee, if any. (*Any player who is about to die may still nominate if they have not already nominated today.*)

If the **vote fails**, the nominated player will not be executed. You can call for more nominations, then tally the vote for the next nominee.

If the **vote ties** with a player nominated earlier today, then **neither** nominated player will be executed. Call again for nominations and tally the vote for the next nominee, if any. A nominated player must exceed this tied number of votes to become "about to die" by execution.

Give a last call for nominations once you feel there have been enough nominations and votes for today. Or if no players have nominated today, give them this last reminder in case they weren't paying attention. Step into the circle and say, "Last call for nominations! Three...two...one..." to give the players time to make rash last-minute decisions. If no one makes another nomination, then declare that nominations are closed for today.

Execution and Death

Execute the player who was about to die. Declare that this player dies.

- **There is a maximum of one execution per day.** After an execution, the day phase is effectively over.
- **An execution is not required.** If the players decide not to nominate anyone, or the nominees don't get enough votes, or the voting ended in a tie between two nominees, the day ends without an execution.

When a player dies, place a shroud token on their character token in the Grimoire, and remove their night token from the night sheet. Ask the player to flip their life token to its black side on the Town Square and put a vote token on it.

Dead players—whether dead by execution, by the Demon, or by any other means—follow these rules:

- **They immediately lose their ability.** Their ability can no longer affect the game in any way, and they are not woken during the night to act.
- **They cannot nominate, and they may only vote once for the rest of the game.** When they choose to vote

Going Further

The Script Tool

Once you are familiar with the characters from the three editions in the core set, you may want to create your own unique character lists. These are called “scripts”.

Do you have favorite characters that you like to put in nearly every game? Have you thought of character combinations that would make interesting and challenging situations for your players to deal with?

Do you want to make a game with a Pit-Hag, a Saint, an Evil Twin, and an Innkeeper? Maybe you want to combine the Klutz and the Spy? If you have internet access, you can do so!

At BloodOnTheClocktower.com/script, you can create a script from any combination of characters you own. This tool will also generate a night sheet for a game with your custom character list, making it easy to run.

Adding Travelers to one of your custom games is easy. Just do so normally. Some Travelers may not be appropriate to mix with the characters in play, some will be. You can decide on five Travelers that merge well with your script before the game begins, or make a decision in the moment.

Comparing scripts is a fun and challenging way to improve your designs. It is often a good idea to start with just a few core characters that you want to include, and build from there. Online at BloodOnTheClocktower.com, or on your local Facebook or Meetup group, there should be a community active in comparing their creations. You are welcome to join.

Some Fabled characters are designed to help you create unique and interesting games. Creating your own script is an art, and it may take a few tries to find something you are happy with. Luckily, you already have some Fabled characters to help you make your game run smoothly. Maybe you have an overabundance of evil in the game? Or only a dozen characters?

Fabled characters can also make sure your game has an unknown number of Outsiders, or add extra misinformation when needed, or resolve situations where character abilities clash.

See the *Travelers & Fabled Almanac* for more information on using Fabled characters to make your game more balanced, and more fun for all players.

Handling strange character interactions is more art than science. When you create your own scripts, you'll end up with some odd situations indeed. Maybe you'll have an evil Saint? Or end up with two Philosophers wanting to turn into the same character at the same time? With over two hundred characters in the works, some weird situations will arise. While the *Clocktower* rules are written with this in mind, there may be times where you are uncertain about how two characters combine. Use your best guess. As the Storyteller, your decision is final—but make sure you tell the players that you're making a ruling. It might not be the best call, but at least it will be a clear one.

Teensville lies just a few days' walk from Ravenswood Bluff. You can use the Script Tool to build Teensville games, which include only a few characters on the character sheet. Because of this, players will have an easier time knowing which characters are in play, letting them strategize more. Teensville games are perfect for 5 or 6 players and can include characters from any editions.

Growing Your Clocktower Group

The more, the merrier. The larger your *Clocktower* group, the more fun everyone will have, and the more varied opponents and allies that everyone will get to play with. This section gives some ways to grow your group.

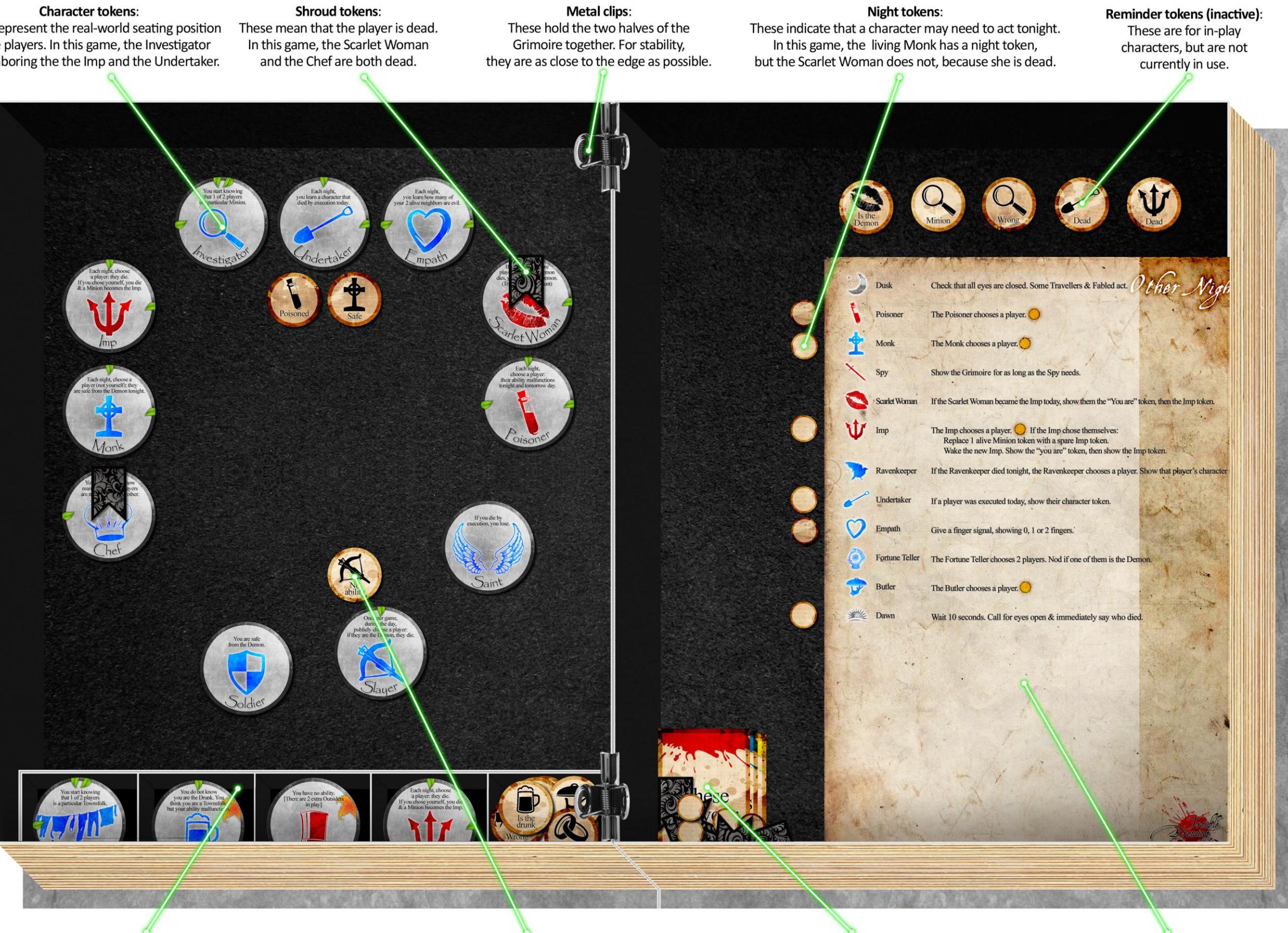
Join the Facebook group if you need more players for your games or want to participate in games that others run. Each city should have a *Clocktower* Facebook group with your city in the title, such as "Blood on the Clocktower—Los Angeles." These meeting places are a great way to get to know more players in your area. If your city doesn't yet have a Facebook group, feel free to start one! If Facebook is the devil, then perhaps Meetup.com, or some other similar online tool may prove to be a useful way to connect with players.

Encourage your players to Storytell. Once you have mastered the basics of the Storyteller role, it's time to get into the game and dominate with your superior knowledge! If you encourage players to take on the Storyteller role, they too can see how rewarding it is, and will want to invite their friends too. Players are usually pretty keen to get online and start designing scripts, so they'll need the basic skills to run the games they design. They can learn by reading this rulebook or by watching and helping you Storytell for a game or two, then having you watch and help them Storytell for a game or two.

Be a leader. The Storyteller role usually has an element of authority. It is also usually the Storyteller that organizes game times and locations. Generally speaking, the players

What Is the Grimoire?

The Grimoire is the box that the game came in, held together by two metal clips at the top and bottom, forming a container much like an open book. It will help you, the Storyteller, keep track of which player is which, who is dead and alive, who is due to act at night, who is drunk or poisoned, and many other important game conditions. Only you may look at the Grimoire, and you will use it frequently.



This box contains all not-in-play character tokens and their reminder tokens. In this game, most of these Trouble Brewing tokens will not be needed.

These represent something that the Storyteller needs to know about a character. In this game, the Slayer has lost their ability, whilst the Undertaker is poisoned by the Poisoner and is safe from the Demon due to the Monk.

Various tokens, currently not in use - info tokens, excess night tokens and shroud tokens. Keep in the bag when the game is packed up.

genuinely doing their best to convince the group (verbally) that they are the Sage, then they are mad that they are the Sage, and therefore safe. But if you believe that they are just half-heartedly saying a few token words, and that they pretty much expect to be disbelieved, or even if you think that they are doing their best to be disbelieved, then they pay the penalty of being executed at your leisure.

Generally, be firm in your judgment. If players come to believe that all they need to do is put in a half-assed effort to avoid the madness penalty, then that's what they'll do. It's not the end of the world if this happens, but the fun in being mad is in being forced to spread lies and misinformation to your own team...and to not be able to own up to it until you are sane again!

Advanced players should know how to play madness well, while beginner players may be confused. Take this into consideration whether deciding whether or not to penalize a player for madness. For example, if Abdallah, an advanced player, is instructed to be mad about being the Flowergirl, then he better be telling the group which days the Demon voted and did not vote. If Abdallah was truly the Flowergirl and had revealed his character to the group, there would be little reason for him to withhold his Flowergirl information. Abdallah is an advanced player, so he should not be getting any free passes. If he puts in a solid effort in convincing the group he actually is the Flowergirl, then he lives!

Beginner players should be given a little more leeway. As long as you believe they are putting in a genuine effort to convince the group, then you can be more forgiving. Players don't have to actually convince anyone to be classified as mad...they just need to put in a sincere-looking effort.

Traveler Characters

Travelers are characters for players who turn up late or will need to leave early. Travelers tend to have extremely effective abilities, but gain little information. They have maximum power and minimum responsibility.

Adding Travelers

To include a Traveler in your game, do the following:

1) Let the Player Choose a Traveler. Take the player aside and give them the Traveler sheet, which is kept under the Town Square. This sheet details which Travelers are available for this game and what their abilities are. Ask the player to choose one Traveler to play.

For example, the five recommended Travelers for Trouble Brewing are the Scapegoat, Beggar, Gunslinger, Bureaucrat, and Thief. The five recommended characters

all work well for the edition you are playing. You can offer Travelers that are recommended for a different edition instead, but they may not interact well with the characters in the edition you are playing. For example, if you add an evil Apprentice to Trouble Brewing, and the only Minion that the Apprentice can become is the Baron, the Apprentice ability is wasted. If the Apprentice can become the Poisoner, well, that's a different story. Use your judgment about which Travelers you wish to include if you go outside the recommended five.

2) Choose Alignment. Tell the Traveler player in private whether they are good or evil. If you made the Traveler evil, they learn which player is the Demon, but not which players are the Minions.

3) Adjust Grimoire. Prompt the Traveler to sit down, then put their Traveler character token in your Grimoire to match their seating position. Put evil Traveller tokens upside-down, and good Traveller tokens right-way-up.

4) Place Life Token. Put the Traveler's life token on the Town Square. The Traveler's life token is grey, not white. (This represents that they are a Traveler, and it helps the good team remember that Travelers do not count as players for evil's "win when two players are alive" victory condition.)

5) Inform Group. Declare that a Traveler is now in play, which player and which character it is, and what their ability is. (*Do not declare their alignment.*)

Travelers may enter the game at any time. Since *Clocktower* games usually go for about an hour and can include up to 20 people, someone who turns up ten minutes late can join in the fun when they arrive. They can play a Traveler even if they join five minutes after you have set up the game, but before you start the first night—just make sure they close their eyes on the first night, then let them choose a Traveler on the first day.

That said, we don't recommend adding Travelers if the game is nearly finished. Consider adding a Traveler only if there are seven or more players alive. Adding a Traveler to the game on the last day, or even the second-to-last day, may lead players to feel that their win or loss was due to an unfair last-minute addition, not their own efforts.

Travelers can join the game before the first night, if you wish. They will act on the first night if so. For all games larger than 15 players, Travelers are included in the game and begin at the same time as the other players.

If a player needs to leave before the game ends, and is kind enough to tell you at the time the game is being set up, you can give them a Traveler instead. This player may leave at any time—when they do, simply remove their character

The Nitty-Gritty

You don't need to read this chapter until you've run a game or two or if you run into a thorny rules question.

If the rulebook doesn't say you can't do something, you can do it. Yes, players can nominate or vote for themselves. Yes, the Demon can attack dead players. Yes, good players can lie. Yes, if you get to choose "any player" at night, you can choose yourself or a dead player. Yes, the dead can talk. No, dead players cannot nominate, and may only vote to execute if they have a vote token.

Your word is law. If you are unsure of how to interpret a rule, or the players are unsure of what a character's ability does, you, the Storyteller, are the final judge. Listen to the players, by all means, but when you're all unsure what the gods of *Clocktower* really meant by that strange wording or character combination, make a call and stick by it. Tell your players what your judgment is, and play on.

Character abilities break the core rules in this book. If a character's ability contradicts a core rule in this book, follow the character's ability. There is one exception: abilities **cannot** affect the exiling of Travelers (page 18).

Abilities

Each character in *Blood on the Clocktower* has a unique ability, as described on their character token, character sheet, and character almanac. The character token and character sheet give plain-language versions of the abilities that will serve you well in almost all cases, but if you run into a conflict or strange interaction between abilities, follow the rules written in their character almanac.

When used, abilities work immediately. For example, if the Demon attacks the Fortune Teller, the Fortune Teller dies immediately—they do not get to wake up later that night to use their ability. Or if the Monk wakes up and protects the Empath, then soon after the Demon wakes up and attacks the Empath, the Empath does not die.

Only tell the player what their character's ability says they learn. Secrets are secret. If the Imp dies and the Scarlet Woman becomes the Imp, do the other players learn that this has happened? No. If the Slayer uses their ability and nothing happens, do the players learn that the Slayer is the Slayer? No. If the Monk protects the Washerwoman, does the Washerwoman learn that she was protected? No. When the night ends, do players learn which ability killed which player? No, they only learn which players died, not how.

Abilities are lost immediately on death, poisoning, or drunkenness. If a character dies, they lose their ability immediately and any of its persistent effects end, so you can remove their reminder tokens. For example, if a Poisoner poisons the Slayer at night, then the Poisoner dies later that same night, the Slayer is no longer poisoned. Even though the Poisoner's ability says that it lasts "until dusk," once the Poisoner dies, they lose their ability and its persistent effect ends.

If a player is drunk or poisoned, it is usually best to not remove their reminder tokens, in case they become sober and healthy again, but you can ignore them for the time being since drunk or poisoned players have no ability, just like they were dead. For example, if the Innkeeper protects the Chambermaid, but then the Innkeeper becomes drunk, the Chambermaid stops being protected. Or if Steven poisons Amy, and then Evin poisons Steven, then Amy is no longer poisoned.

Some character's keep all or part of their ability when they die. If the ability says "even if dead" or otherwise implies that the character's ability works while dead, it does so. This ability is still lost if the player becomes drunk or poisoned.

The Ravenkeeper is killed at night, then uses their ability. Their ability says "If you die at night, you are woken to choose a player: you learn their character". Even though the Ravenkeeper is dead, they still have their ability for a short while, because the character text implies it.

If an ability does not say "choose," the Storyteller makes the decision. For example, if an ability on a character token or sheet says "a player is poisoned each night," then the Storyteller chooses who. If the ability says "Each night, choose a player: they are poisoned," that means that character's player chooses.

If a player tries to use their ability incorrectly, let them know. Tell them verbally if it is day, or shake your head if it is night. The Monk may not choose themselves, but if the Monk player chooses themselves, shake your head no, then motion for them to choose a different player. The Chambermaid must choose alive players, but if the Chambermaid player chooses a dead player, shake your head no and motion for them to choose again.

States

In *Blood on the Clocktower*, players can be lots of things—this character or that one, drunk or sober, alive or dead, healthy or poisoned. (*Of course, we don't mean literally.*) These are called **states**. Basically, they're permanent elements of a player that are independent from each other.