

Blood on the Clocktower



WELCOME TO RAVENSWOOD BLUFF!

You are about to receive either a red or blue token. If blue, you are good. If red, you are evil. The aim of the game if you are good is to find and execute the Demon. If the Demon dies, good wins. The aim of the game if you are evil is to kill the good players. If just two players are left alive and one of them is the Demon, evil wins. There are 4 types of characters:

Townsfolk

Good characters with abilities that help the good team (most players are good, and most players are Townsfolk)

Outsiders

Good characters that are a hinderance to the good team (Outsiders win or lose the game with the good team)

Minions

Evil characters with abilities that help the evil team (killing a Minion does not win the game for the good team)

Demon

The leader of the evil team who kills players at night (the good team must kill the Demon to win the game)

You will know how many characters of each type are in the game*, and can assume that any character on the character sheet is potentially in play.

* Certain characters' abilities modify this distribution. The Storytellers will tell you how many characters of each type should be in play, not if the count has been modified.

THE FIRST NIGHT

Players will randomly choose characters. The evil team will learn each other's identities. The Demon will learn 3 "bluffs" (not-in-play characters). Certain characters will act or learn information (the Chef will learn a number, the Poisoner will poison a player, etc.).

THE FIRST DAY

Players will be able to talk to each other privately and publicly. At some point the Storytellers will open nominations. Each player may nominate once or be nominated once per day. If a player is nominated:

- The nominator will get a chance to speak.
- The nominee will get a chance to speak.
- The Town will vote to execute the nominee.

If at least half of the players (rounded up) vote to execute the nominee, that player is "marked for death" but is not immediately executed. If another nominee receives more votes than the player currently "marked for death" the new nominee is "marked for death" instead, and if they receive an equal number of votes no one is marked for death (that number also becomes the number to beat to execute a player).

When the Storytellers end the day, whichever player (if any) is "marked for death" is executed. Everyone will know which player is executed, but will not learn their character.

OTHER NIGHTS

The Demon will choose a player to kill, and certain characters will act or learn information (the Monk will protect a player, the Poisoner will choose a player, etc.). The player the Demon chooses is *killed*, not *executed*.

OTHER DAYS

Everyone will learn which players (not characters) died the previous night. If no one died the previous night, everyone will learn this too, but not why no one died.

Again, players will be able to talk to each other in private and in public, and the nomination procedure is the same as the first day, except:

- The number of votes required to execute a player is half of the *living* players, rounded up.
- Dead players may not nominate, and only have **1 vote for the remainder of the game** (even if they vote for an execution that does not pass).

The game *usually* ends on the day that only 3 players are left alive, this is generally the good team's last chance to kill the Demon. The game may end earlier if the Demon is killed before this happens, or if the Saint is executed.

LIFE & DEATH

At any given time, a player is either alive or dead. A dead player cannot die again. If a dead player is attacked by the Demon, for example, they do not die again, and the group does not learn that they were attacked the previous night.

Some characters keep all or part of their ability when they die.

If the ability says “even if dead” or happens when the character dies, it does so. This ability is still lost if the player becomes drunk or poisoned.

DRUNKENNESS & POISONING

At any given time, a player is either sober or drunk, and either poisoned or healthy. Being drunk and being poisoned do the same thing. Alive and dead players alike can be drunk or poisoned.

A drunk or poisoned player has no ability.

A drunk Slayer cannot slay anybody, a poisoned Demon cannot kill anyone, a drunk Virgin cannot cause an execution with their ability. If a player tries to use their “once per game” ability while drunk or poisoned, they do not get to use it again. It is gone.

They can get their ability back.

If a drunk player becomes sober again, or if a poisoned player becomes healthy again, they regain their ability. That said, if they used their “once per game” ability already, they do not get their ability back.

You will not know you are drunk or poisoned!

Instead, the Storytellers will act just like you’re sober and healthy. For example, a drunk Monk still wakes each night and chooses a player to protect... but that player won’t be protected. A poisoned Demon still wakes to attack a player, but nobody dies, and the Demon won’t know exactly why.

The Storytellers can give you false information.

A drunk or poisoned player does not have an ability, but they think they do. If their ability gives them information, the Storytellers can give them incorrect information. The Storytellers are not required to give incorrect info, but they can – and *usually* will!

Abilities used on a drunk or poisoned player work normally.

For example, an Empath correctly learns the alignment of their drunk neighbors. A Fortune Teller correctly identifies a poisoned Demon.

Drunkenness and poisoning do not cancel out.

A poisoned drunk does not become sober or healthy! They’re just both poisoned and drunk.

GENERAL ADVICE

Your Storytellers will always make sure you understand how the game works, but do not want to play the game for you. Nonetheless, here are some general tips:

- Execute players! The good team must execute the Demon to win, and cannot do so if they never execute anyone. Certain players also gain information when other players die.
- Dead players are still very much involved in the game. Even though their abilities no longer work, they can still talk and use their ghost vote. The game is usually decided by ghost votes! For these reasons, if you are a good player who no longer has a useful ability, you may need to be willing to die.
- If you are good, try to talk to everyone, and try to find other good players. No one character has enough information to win the game for the good team, you’ll need to work together to win.
- Even if you are good, you might have good reasons to lie. Certain information in evil hands can be deadly for the good team, or maybe you want to set a trap for the evil team. Just because someone’s lying doesn’t mean they’re evil!
- If you are the Demon, coordinate with your Minions, and vice versa. Use the 3 bluffs to convince the Town that you are good. Find a suitable player that’s not the Demon to throw shade on to execute. This could be a Townsfolk, an Outsider, or even a Minion!
- Read the entire character sheet. Certain characters can affect the way your character’s ability works, and any character could be in play.
- Ask the Storyteller about anything! You can ask the Storytellers any questions any time publicly or privately. The Storytellers’ job is to make sure the players have fun. They will not reveal which players are which characters, but they will answer any and all questions about the rules and how the different characters’ abilities work. Blood on the Clocktower is a complicated game, and no one understands all the subtleties on their first playthrough.
- **HAVE FUN!**