◄ Townsfolk ►

Sects & Violets

Clockmaker		You start knowing how many steps from the Demon to nearest Minion.
Dreamer		Each night, choose a player (not yourself or Travellers): you learn 1 good character & 1 evil character, 1 of which is correct.
Snake Charmer		Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
Mathematician		Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
Flowergirl		Each night*, you learn if a Demon voted today.
Town Crier		Each night*, you learn if a Minion nominated today.
Oracle		Each night*, you learn how many dead players are evil.
Savant		Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
Seamstress		Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
Philosopher		Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
Artist		Once per game, during the day, privately ask the Storyteller any yes/no question.
Juggler		On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
Sage		If the Demon kills you, you learn that it is 1 of 2 players.

◄ Outsiders ►

Mutant		If you are "mad" about being an Outsider, you might be executed.
Sweetheart		When you die, 1 player is drunk from now on.
Barber		If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
Klutz		When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

◄ Minions ►

Evil Twin		You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
Witch		Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
Cerenovus		Each night, choose a player & a good character: they are "mad" about being this character tomorrow, or might be executed.
Pit-Hag		Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

◄ Demons ►

Fang Gu		Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
Vigormortis		Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
No Dashii		Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.
Vortox		Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

* Not the first night.

https://bloodontheclocktower.com/

Vibrant spring gives way to a warm an inviting summer. Flowers of every description blossom as far as the eye can see, tenderly nurtured in public gardens and window boxes overlooking the lavish promenade. Birds sing, artists paint, and philosophers ponder life's greatest mysteries inside a bustling tavern as a circus pitches its endearingly ragged tent on the edge of town.

As the townsfolk bask in frivolity and mischief, indulging themselves in fine entertainment and even finer wine, dark and clandestine forces are assembling. Witches and cults lurk in majestic ruins on the fringes of the community, hosting secret meetings in underground caves and malevolently plotting the downfall of Ravenswood Bluff and its resident revellers.

The time is ripe for ...

Character Counts

Players, Townsfolk, Outsiders, Minions, Demons										
Total Residents	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

Sects & Violets

Confirm all players have eyes closed. Wait approximately 10 seconds.
Each Traveller with a first-night ability 👁 acts. 🙂💤

M — Minion info
❓ If this game has 7 or more players:
• 👁 If more than one Minion, they all make eye contact with each other.
• Show the "This is the Demon" card. Point to the Demon. 🙂💤

D — Demon info
❓ If this game has 7 or more players:
• 👁 Show the "These are your minions" card. Point to each Minion.
• Show the "These characters are not in play" card. Show 3 character tokens of good characters not in play. 🙂💤

Philosopher
👁 The Philosopher either shows a "no" head signal, or points to a good character on their sheet. 🙂💤
If they chose a character: The Philosopher gains that ability. ⭕ If the character is in play: That player is drunk. ⭕

Snake Charmer
👁 The Snake Charmer points to a player. 🙂💤 If that player is the Demon:
• Swap the Snake Charmer and Demon character tokens. ⭕
• 👁 Wake the new Demon. Show the "You are" card, then the thumb-down "evil" sign. Show the "You are" card, then the Demon token. 🙂💤
• The new Snake Charmer is poisoned ⭕. 👁 Wake the new Snake Charmer. Show the "You are" card, then the thumb-up "good" sign. Show the "You are" card, then the Snake Charmer token. 🙂💤

Evil Twin
⭕
👁 Wake the Evil Twin and their twin. Confirm that they have acknowledged each other.
Point to the Evil Twin. Show the Evil Twin token to the twin player.
Point to the twin. Show their character token to the Evil Twin player. 🙂💤

Witch
👁 The Witch points to a player. 🙂💤 Place the "Cursed" marker on that player position.

Cerenovus
👁 The Cerenovus points to a player, then to a character on their sheet. 🙂💤
That player ⭕ should "be mad about" being that character ⭕. 👁 Wake that player. Show the "This ability selected you" card, then the Cerenovus token. Show the "mad about being" marker, then that character token. 🙂💤

Clockmaker
👁 Show the hand signal (1, 2, 3, etc.) for the number of places from Demon to closest Minion. 🙂💤

Dreamer
👁 The Dreamer points to a player not themselves and not a Traveller.
Show two character tokens, one of which is that player's character and one which is opposite alignment. 🙂💤

Seamstress
👁 The Seamstress either shows a "no" head signal, or points to two other players.
If the Seamstress chose players ⭕, nod "yes" or shake "no" for whether those players are of same alignment. 🙂💤

Flowergirl
Place the "Demon did not vote" marker. ⭕

Town Crier
Place the "Minions did not nominate" marker. ⭕

Mathematician
👁 Show the hand signal (0, 1, 2, etc.) for the number of "Abnormal Effect" markers. 🙂💤
Remove all the "Abnormal Effect" markers. ⭕

Dawn
Wait approximately 10 seconds.
Call for eyes open; immediately announce players who died.

↻ Turn this night sheet over, to show the Other Nights sequence.

Sects & Violets

Dusk		If the Vortox is active and no-one was executed today, evil wins immediately. If not: • 😴 Confirm all players have eyes closed. Wait approximately 10 seconds. • Each Traveller with a night ability 👁 acts. 😴
Philosopher	❓	If the Philosopher has not yet 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: The Philosopher gains that ability. ◯ If the character is in play: That player is drunk. ◯
Snake Charmer		👁 The Snake Charmer points to a player. 😴 If that player is the Demon: • Swap the Snake Charmer and Demon character tokens. ◯ 👁 Wake the new Demon. Show the "You are" card, then the thumb-down "evil" sign. Show the "You are" card, then the Demon token. 😴 • The new Snake Charmer is poisoned ◯. 👁 Wake the new Snake Charmer. Show the "You are" card, then the thumb-up "good" sign. Show the "You are" card, then the Snake Charmer token. 😴
Witch		👁 The Witch points to a player. 😴 Place the "Cursed" marker on that player position.
Cerenovus		👁 The Cerenovus points to a player, then to a character on their sheet. 😴 That player ◯ should "be mad about" being that character ◯. 👁 Wake that player. Show the "This ability selected you" card, then the Cerenovus token. Show the "mad about being" marker, then that character token. 😴
Pit-Hag		👁 The Pit-Hag points to a player, and a character on their sheet. 😴 If the character is not in play: • Replace that player's character token with the chosen character token. ◯ • 👁 Wake that player. Show the "You are" card, then the new character token. Show the "You are" token, then the hand sign (thumb-up "good", thumb-down "evil") for the player's alignment. 😴
Fang Gu		👁 The Fang Gu points to a player. 😴 That player dies. ◯ Or, if that player is an Outsider, and the "Swapped once" marker token is not placed: • The Fang Gu dies ◯ instead of the chosen player. The chosen player is now an evil Fang Gu. ◯ • 👁 Wake that player. Show the "You are" card, then the Fang Gu token. Show the "You are" card, then the thumb-down "evil" hand sign. 😴 Place the "Swapped once" marker token. ◯
Vigormortis		👁 The Vigormortis points to a player. 😴 That player dies. ◯ If that player is a Minion, they keep their ability ◯ and one of their Townsfolk neighbours is poisoned ◯.
No Dashii		👁 The No Dashii points to a player. 😴 That player dies. ◯
Vortox		👁 The Vortox points to a player. 😴 That player dies. ◯
Barber	❓	If the Barber died today, or when the Barber dies tonight: • 👁 Wake the Demon. Show the "This ability targeted you" card, then the Barber token. • The Demon either shows a "no" head signal, or points to 2 players, not other Demons. 😴 If they chose players: • Swap the character tokens ◯. 👁 Wake each player. Show "You are", then their character token. 😴
Sage	❓	If the Sage was killed by a Demon: • 👁 Point to two players, one of which is the Demon. 😴
Dreamer		👁 The Dreamer points to a player not themselves and not a Traveller. Show two character tokens, one of which is that player's character and one which is opposite alignment. 😴
Flowergirl		👁 Show the head signal (nod "yes", shake "no") for whether the Demon voted today. 😴 Place the "Demon did not vote" marker (remove "Demon did vote", if any). ◯
Town Crier		👁 Show the head signal (nod "yes", shake "no") for whether any Minion nominated today. 😴 Place the "Minions did not nominate" marker (remove "Minion nominated", if any). ◯
Oracle		👁 Show the hand signal (0, 1, 2, etc.) for the number of dead evil players. 😴
Seamstress	❓	If the Seamstress has not yet used their ability: • 👁 The Seamstress either shows a "no" head signal, or points to two other players. • If the Seamstress chose players ◯, nod "yes" or shake "no" for whether those players are of same alignment. • 😴
Juggler	❓	If today was the Juggler's first day: • 👁 Show the hand signal (0, 1, 2, etc.) for the number of "Correct" markers. 😴 • Remove the Juggler "Correct" markers.
Mathematician		👁 Show the hand signal (0, 1, 2, etc.) for the number of "Abnormal Effect" markers. 😴 Remove all the "Abnormal Effect" markers. ◯
Dawn		Wait approximately 10 seconds. Call for eyes open; immediately announce which players died, and which players are newly alive.