

Blood on the Clocktower

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Storytelling

New Storyteller Checklist

Setup

- If including the Baron, replace 2 townsfolk with outsiders
- If including the Drunk, keep the Drunk token and add another storyteller. Pick who is the drunk later

Introductions

- Give story summary
- List off night tells
- Yes/No
- Good/Evil
- 0, 1, 2, 3...
- How you point to a player (an example here helps)
- Open your eyes
- Close your eyes

Pass out tokens

- "Take one token out of the bag (fuzzy side up in your palm) then pass the bag to your neighbor."
- "Look at what the token says but do not show it to others"

First Night

- Make sure the demon is woken, shown who their minions are, and shown **3 characters that are not in play**
- Wake the minions all together, ensure they see each other, point to the demon, then tell them to close their eyes.

- (optional) At the end of the night, feel free to ask if any players think they should have been woken up before going to day.

First Dawn

- Tell players to get up and start private chats
- Instruct new players to speak to you if they need help
- Call players back after players have had a few conversations but not enough to chat with everyone
- (optional) Set a timer so private chats don't go too long (3-5 minutes is usually good)

First Nominations

- A player can only nominate and be nominated once per day
- Dead players can't nominate
- Dead players have one vote token to vote one more time
- When voting, raise your hand if you want to execute a player. I will count votes like this (gesture how you move your hand during the count). If my hand passes by you **and your hand is not raised yet**, I will not count your vote.

Don't Forget

- Don't forget who the virgin is and if the first person to nominate them is a townsfolk
- The Recluse MAY register as evil and the Spy MAY register as good.

Using the Amnesiac (WIP)

Basic Tips

- If you or your players are new to the amnesiac, there is nothing wrong with just riffing on an already existing character (example: each night, pick a player, you learn if one of their alive neighbours is a Demon - basically an empath/fortune teller/seamstress knock off).
- The best abilities give the amnesiac some sort of feedback that they can use to solve their ability; having the amne picking players each night and learning nothing can be frustrating for them, even if you know they're helping the good team win.
- If your ability is so long it wouldn't fit on a token, you need to simplify it.
- If your ability hard confirms an amnesiac in play, that's probably not going to work either, remember that evil should be able to bluff amnesiac if they want to. That doesn't mean you can't get a little wild - one of my favourite abilities I've run was "each night, pick a player, another amnesiac learns their character. If you die, the other amnesiac dies [+1 amnesiac]" in a game with the potential for multiple deaths.

Responding to guesses

- Cold, your question has no relation to your ability.
- Warm, your question has some relation to your ability.
- Hot, you're close to guessing your ability.
- Bingo, you've guessed your ability.

Some Abilities

- Each Night, select drunk or poisoned. You learn if either of your living neighbours are effected by your choice.
- Each night, choose a player. Tomorrow night, you learn the alignment of whoever nominates them tomorrow.
- Each night, select a player. If they are a Townsfolk, you cannot die by execution today.
- Each night pick a player (not yourself), if they nominate, you learn the character that they nominate.
- Each night*, learn a not in play townsfolk
- Each night*, if an Outsider is executed that day, select a player, learn their role. You start knowing how which outsiders are in play.

- Each night, select 3 players (except travellers), you learn how many character types are amongst them
- Each night*, select another player, if they are also the Amnesiac, you both become a not in play townsfolk and learn your ability. [+1 Amnesiac]
- Each night, select a player, you learn what type of character selected them first in the night.
- You start knowing that your ability is passive and that the minions know you. All minions know you. You cannot die in the night. If a minion targets you with their ability, they are drunk until dusk.
- Each night*, learn a player who caused a death in the night (this one was built for a BMR style script with Tinker, Assassin, Grandmother, Gossip, Gambler, Godfather etc)
- You start knowing the evil team. (The evil team was a Goblin, Lleech, Vizier)
- Each night, learn if the Heretic is sober.
- You start knowing whether there is an Athiest in play.
- You start knowing two players of opposite alignment. If one died today, learn a new name tonight.
- Each night, choose a player, you learn if they are a townsfolk.
- Each night, choose a player, learn how many syllables their character has.
- Each night, you learn if the executed player and their nominator is the same alignment.

Resources