EQUIVALENT EXCHANGE

A BLOOD ON THE CLOCKTOWER SCRIPT BASED ON FULLMETAL ALCHEMIST

TOWNSFOLK



Col. Mustang

You start knowing 1 Minion. If you nominate a Minion twice, they die.



Pinako

You start knowing how many of Winry, Alphonse and Edward are in play. 1 of them is sober and healthy, and another player is drunk.



Lt. Hawkeye

Each day, you may publicly point at up to 3 players. Tonight, you learn if any are the Demon.



Winry

Each day, you may publicly point at a player. Once, privately ask the Storyteller which of your picks have the same alignment.



Edward Elric

Once per game, choose a player. A good player is safe from the Demon, and you have their ability: they're drunk.



Hohenheim

Each night, choose a good character: if they're in play, you learn that player.



Izumi

Each night*, choose 2 players: a Minion, if chosen, registers as dead and can't use their ability until dusk. If your ability affected a Minion last night, you're drunk tonight.



Mei Chang

If a good player (not your neighbour) is about to die and you publicly agree, they live instead.



Lt. Ross

Once per game, if you're about to die and your neighbour agrees, you live. Then, you become a good Traveller.



Alphonse Elric

Each night*, you may choose to come back to life drunk, even if dead. If you're Edward Elric, you're safe from the Demon.



Maj. Armstrong

If you were "mad" about being Armstrong today, you learn a good player tonight.



Ling

If you died today or tonight, an Outsider dies and you might come back to life. [+Greed]



Maes Hughes

If you're executed, you only die if a Townsfolk nominated you and an evil player voted on you.

OUTSIDERS



Greed

If you're executed and die, you come back to life that night.



Scar

Townsfolk who nominate you might be executed. You register as evil.



Homunculus

The Demon knows your alignment. If you would die, you might become evil instead.



Dr. Marcoh

Evil players know you're in play. If an evil player is about to die by execution and correctly guesses you (once), they live instead.

MINIONS



Sloth

One of your neighbours is poisoned. Each night*, a poisoned player's Townsfolk neighbour becomes poisoned until dusk.



Wrath

You start by looking at the Grimoire and choosing a number of players equal to the number of evil characters in play. The 1st to nominate you is executed.



Gluttony

Everyone knows you're in play. Each night*, you may choose a dead player. If you die by execution, everyone you chose comes back to life.



Pride

Each day, you may publicly declare a character is worthless. Tonight, if that character is in play, they die. The 1st player to nominate the Demon is executed. [+Father]



Envy

Once per game, if you're about to die and a living player agrees, you live. You might register as anything.



Lust

Once per game, you may publicly point at up to 2 players. Tonight, 1 of them becomes evil and learns you. The other dies.

DEMONS



Dwarf in the Flask

Each night, you may choose a player: they change into a living Homunculus. If you chose a Homunculus, they die and you choose again. [-1 Outsider]



Father

After learning your Minions, choose a good player and an out-of-play Minion: they become that evil Minion. Choose 1 of your Minions' abilities to gain. Evil lose if and only if there are no Minions alive, even if you're dead. [-1 Minion]

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* Not the first night

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TRAVELLERS



Scar's Brother

You start by choosing a player. The following night, they die. The night after that, they come back to life.



Barry

Each night*, you may choose a player: if they're good, they die.



Olivier Armstrong

Each night, choose a player: if they're on your team, their vote counts as -2.



Kimblee

Each day, after a player is nominated, you may choose to die: if you do, they die too.



Fu

The 1st player to call for your exile dies, even if they otherwise couldn't. They learn your alignment that night.



Lan Fan

The 1st player to call for your exile comes back to life. You learn their alignment that night.

LORICS



Truth

If good players come back to life 5 times, the evil team wins.



The Eye

Any player ability that brings players back to life might also cause a player to die.

PLAYER COUNT

PLAYERS	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

Setup changes

Ling +Greed

Pride +Father

Dwarf in the Flask -1 Outsider

Father -1 Minion

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FIRST NIGHT

Dusk	Start the Night Phase.
Scar's Brother	When Scar's Brother comes into the game, they choose a player. Mark them. Tomorrow night, change the marker and kill them. The next night, resurrect them.
Olivier Armstrong	Olivier chooses a player. Mark them if they're on Olivier's team.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Father	Tell Father which players are which Minions, and they choose a good player to become an evil Minion. Wake that player and give them the normal Minion info.
Dwarf in the Flask	The Dwarf in the Flask chooses a player. If that player was already a Homunculus, kill them and ask the DitF to choose again. Otherwise, remove their shroud (if dead), switch their token, and wake them to tell them they're now a Homunculus. Tell the Demon the Homunculi's alignment.
Dr. Marcoh	Wake the Evil players and tell them Marcoh is in play.
Wrath	Wrath chooses the same number of players as there are evil characters. Mark them with Wrath tokens.
Sloth	Mark a player as Poisoned.
Edward Elric	Ask Edward if they want to use their ability. Place the "Drunk" token next to the player they choose.
Pinako	Tell Pinako 1, 2 or 3 based on which characters are in play. Mark one of them with the Sober token, and if you do, mark another player with the Drunk token.
Hohenheim	Hohenheim chooses a good character. If they're in play, tell them that player.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

Dusk	Start the Night Phase.
Scar's Brother	When Scar's Brother comes into the game, they choose a player. Mark them. Tomorrow night, change the marker and kill them. The next night, resurrect them.
Fu	If a player is marked with Fu's token, wake them and tell them Fu's alignment.
Lan Fan	If a player is marked with Lan Fan's token, wake Lan Fan and tell them that player's alignment.
Barry	Barry chooses a player. If they're good, kill them.
Greed	If Greed was executed today, remove their shroud.
Izumi	If the "Drunk" token is on Izumi, remove it and all other tokens/shrouds she applied. Wake Izumi and ask them to choose two players. If either is a Minion, place an "Alive/No Ability" token on them and the "Drunk" token on Izumi.
Gluttony	If Gluttony was executed today, revive any players marked with his token.
Sloth	Mark a player as Poisoned.
Lust	If one player has a Lust token on them, wake them and tell them that they're evil and Lust's identity. If another player has the same token on them, place a shroud on them.
Dwarf in the Flask	The Dwarf in the Flask chooses a player. If that player was already a Homunculus, kill them and ask the DitF to choose again. Otherwise, remove their shroud (if dead), switch their token, and wake them to tell them they're now a Homunculus. Tell the Demon the Homunculi's alignment.
Ling	If Ling died today or tonight, put the Dead token on an Outsider. Remove the shroud from Ling if he comes back to life.
Alphonse Elric	If Alphonse is dead, ask if they want to come back to life. If they do, mark them with the Drunk token.
Edward Elric	Ask Edward if they want to use their ability. Place the "Drunk" token next to the player they choose.
Hohenheim	Hohenheim chooses a good character. If they're in play, tell them that player.
Col. Mustang	If Col. Mustang nominated a Minion today, mark them with the "Mustang" token.
Lt. Hawkeye	If any of the three players marked by Hawkeye is the Demon, tell them "Yes." Clear the tokens.
Maj. Armstrong	If Maj. Armstrong was mad that they were themselves today, tell them the name of a good player.
Pride	If a character is marked with Pride's token, place a shroud on them or remove the token.
Father	Wake Father to use their Minion ability and/or tell them the Homunculi's alignment.
Truth	If a good player came back to life, mark them, except if there are no more markers, then evil wins.
Olivier Armstrong	Olivier chooses a player. Mark them if they're on Olivier's team.
Dawn	Wait for a few seconds. End the Night Phase.

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