GOTTA CATCH 'EM ALL

A Blood on the Clocktower script set in Kanto

Townsfolk



Onix
You start knowing a secret phrase. The first time another trainer says it, they learn who you are that night*.



Dragonite
Up to three trainers start knowing you're in play. At least one is good.



Charizard
Each night until the end of Night 3, choose a trainer. At that point, grunts you've chosen faint.



Jynx
Each night*, if you were nominated today, choose a Pokémon or villain. If they nominated you, they faint tomorrow.



Machamp
Each night, choose two trainers. If they're both Pokémon, you don't faint if one of them nominates you and you're knocked out today.



Diglett
You start by choosing to Dig or use Ancient Power. If you Dig, you can't be knocked out. If you use Ancient Power, each night*, learn if you nominated the Rival.



Magneton
Each night*, a different trainer learns a true fact about the game. [One Pokémon is a villain.]



Pidgeotto
Once per game, you may choose a trainer to become safe from villains for 3 nights.



Alakazam
Once per game, during the day, privately guess which trainers will faint in the night. That night, if you were correct, you learn the Rival and their character.



Squirtle
Once per game, during the day, publicly choose one or two other trainers. Pokémon you chose become paralyzed Squirtles that night.



Pikachu
If you publicly said "Pika" today, tonight, a living neighbor faints.



Metapod
When another trainer's ability would interact with you, they privately learn that fact, and then it doesn't.



Bulbasaur
If you faint in the night, you wake and may publicly choose a trainer. The first time this happens, if they're a Full HP Pokémon, they faint and you're revived.

Outsiders



Persian
Everyone learns Meowth is in play. If you're mad as Persian, Pikachu might be knocked out.



Arbok & Weezing
Each night, a grunt chooses Arbok or Weezing. If they choose Arbok: one of your Pokémon neighbors is poisoned, even if you're fainted. If they choose Weezing: when you faint, so does one of your Pokémon neighbors.



Snorlax
When you faint, the Storyteller chooses two trainers that night: they can't leave the town square from now on. If you're knocked out, you might not faint. You're healthy.



Gengar
You only have this ability if you've fainted: fainted trainers learn who you are. If your Rival privately guesses you (once), they wake to use their ability twice that night, even if you're poisoned.

Minions



Jessie
On your first night, look at the grimoire and choose an out-of-play character. You register as that character, even if fainted.



James
Each night, choose a trainer: if they're knocked out today, tonight, choose a trainer: they faint.



Meowth
Everyone learns you're in play. If Pikachu is knocked out, their team loses. Each night*, you may choose to evolve into Persian. [+ Pikachu]

Demons



Giovanni
Each night, choose a trainer: before you choose another, they faint. [+X Outsiders]



Elite Four
Each night*, all Elite Four choose a trainer: one faints. If all the Elite Four choose the same, one of them faints instead. [All villains are Elite Four]



Wild Pokémon
Each night*, a trainer might faint, along with any Pokémon that incorrectly guessed you today. You and your grunts don't learn each other. Each day, if all living good trainers guess you, your team loses. You can't faint.



Mewtwo
All grunts are Clones of one Pokémon, which you know. They don't know you. Each night*, choose a Pokémon: they faint, along with any Clones of them. If you chose an out-of-play Pokémon, the Storyteller decides who faints. [+? Clones]

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* Not the first night

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Travellers



Mew
Each night, you may choose to gain a new ability matching another trainer's from your team.



Melmetal
You cannot be exiled except unanimously. If you evolved from Meltan, on your first night, you learn who two trainers of your alignment are.



Meltan
When you are exiled, you may ask any living trainers to faint instead. If one agrees, you become their alignment: evolve.

Loric



Cloning Chamber
Trainers can be Clones. Clones believe they're an in-play Pokémon and might register as one, but they're not. Clones learn their alignment and that they're Clones when they faint.

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

Magneton [One Pokémon is a villain.]
Meowth [+ Pikachu]
Giovanni [+X Outsiders]

Elite Four [All villains are Elite Four]
Mewtwo [+? Clones]

Keyword translator

In this almanac	Standard Blood on the Clocktower
Trainer	Player
Grunts	Minions
Rival	Demon
Villains	Evil characters (Minions and Demons)
Pokémon	Good characters (Townsfolk and Outsiders) †
Knocked out	Executed
Faint	Die
Full HP	Healthy (sober and not poisoned)
Paralyzed	Drunk
Revived	Resurrected

† Every good character is a "Pokémon," Townsfolk and Outsiders alike. Villains like Meowth and Mewtwo are NOT Pokémon.
An asterisk (*) in an ability means it doesn't happen on the first night.

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First Night

Dusk	Start the Night Phase.
Mew	Ask Mew if they want to use their ability. If yes, put the **Mew** reminder on a player on Mew's team. Mew now has only that ability, replacing any earlier one. If that player acts tonight, wake Mew right after them. Do not tell Mew which ability they have.
Arbok & Weezing	Wake a Minion and have them point to **Arbok** or **Weezing** on the script. If Arbok, mark one of the closest Pokémon neighbors as poisoned (even if this character is dead). If Weezing, when this character dies, one of the closest Pokémon neighbors dies too.
Wild Pokémon	Skip Minion and Demon info, but still show Wild Pokémon three bluffs.
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 characters.
Diglett	Wake Diglett and have them choose which version of their ability to use. Mark them or the Rival with the appropriate token.
Pidgeotto	Wake Pidgeotto and ask if they want to use their ability. If they say yes, they choose a player: mark them with the Fly token.
Dragonite	Wake up to three players (at least one good), and tell them Dragonite is in play.
Charizard	Wake Charizard and have them choose a player. Mark them with the Fire Spin token.
Onix	Wake Onix and tell them a secret phrase.
Machamp	Wake Machamp and have them choose two players. If both are good characters, mark all three with Submission, and Machamp can't die by their execution.
James	Wake James and have them choose a player. Mark them with James's token.
Giovanni	Wake Giovanni and have them choose a player. Mark that player with the Challenged token. Mark them as dead at any time before the next player is chosen.
Magneton	Wake a good Townsfolk or Outsider, tell them they're evil, and change their alignment.
Jessie	Wake Jessie and show them the grimoire as long as they need. Have them choose an out-of-play character, and swap their token then mark them with the Is Jessie reminder.
Metapod	If a player's ability would affect Metapod in any way, ignore the effect, then wake that player and tell them **Metapod used Harden.**
Dawn	Wait for a few seconds. End the Night Phase.

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Other Nights

Dusk	Start the Night Phase.
Mew	Ask Mew if they want to use their ability. If yes, put the **Mew** reminder on a player on Mew's team. Mew now has only that ability, replacing any earlier one. If that player acts tonight, wake Mew right after them. Do not tell Mew which ability they have.
Meltan	If Meltan was exiled and a player agreed to die instead, replace Meltan's character token with Melmetal.
Melmetal	If Melmetal evolved from Meltan, wake them and point to two players of Melmetal's alignment.
Arbok & Weezing	Wake a Minion and have them point to **Arbok** or **Weezing** on the script. If Arbok, mark one of the closest Pokémon neighbors as poisoned (even if this character is dead). If Weezing, when this character dies, one of the closest Pokémon neighbors dies too.
Gengar	If the Demon privately guessed the dead Gengar today, they act again tonight.
Charizard	On nights 1, 2 and 3, wake Charizard and have them choose a player. On night 3, mark any chosen minions as dead.
Pidgeotto	Wake Pidgeotto and ask if they want to use their ability. If they say yes, they choose a player: mark them with the Fly token.
Mewtwo	Mewtwo wakes and chooses a Pokémon. If that Pokémon is in play, mark them and their Clones as dead; if not, choose who dies.
Elite Four	Wake the Elite Four and have them choose a player. Mark one as dead. If all of them choose the same, mark an Elite Four instead.
Meowth	Wake Meowth and ask if they want to use their ability. If they say yes, tell them they are Persian and swap their token.
James	If James's chosen player was executed today, wake them and have them choose a player: mark them as dead.
Pikachu	If Pikachu publicly said **Pika** today, choose one of their living neighbors to die.
Squirtle	If Squirtle chose the Squirtle Squad today, wake them to tell them they're Squirtles and swap the Squirtle Squad tokens for Paralyzed tokens. Mark Squirtle with the No Ability token.
Jynx	If Jynx was nominated, wake them and have them choose a character. If that character nominated them, mark them with the Reflect token. Tomorrow, mark them as dead.
Machamp	Wake Machamp and have them choose two players. If both are good characters, mark all three with Submission, and Machamp can't die by their execution.
Onix	If a player said Onix's secret phrase today, wake them and tell them who Onix is, then mark Onix with the No Ability token.
Magneton	Wake any player without the Light Screen token and tell them a true fact about the game.
Giovanni	Wake Giovanni and have them choose a player. Mark that player with the Challenged token. Mark them as dead at any time before the next player is chosen.
Wild Pokémon	Wild Pokémon does not wake. You may choose one player to die. Also mark as dead any good character who publicly guessed today that someone else was Wild Pokémon.
Alakazam	If exactly the players Alakazam guessed died tonight, wake Alakazam and show them the Demon.
Diglett	If Diglett nominated the player with the Ancient Power token, wake them and tell them yes.
Metapod	If a player's ability affected Metapod tonight, wake that player and tell them **Metapod used Harden.**
Dawn	Wait for a few seconds. End the Night Phase.

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