March of the Penguins

A Blood on the Clocktower script about
Penguins, their predators, and their eggs.

by max



TOWNSFOLK



Fiordland Penguin
You start knowing two players who have the same number of letters in their character's name.



Snares Penguin
You start knowing a player. If you nominate and execute them, they learn you are the Snares Penguin that night.



Royal Penguin
You start knowing how many of the Emperor & King Penguin are in play. If neither is, you have one of their abilities.



Adélie Penguin
Each night, choose a character (not a Demon): you learn if they're alive or a bluff.



Magellanic Penguin
Each night, choose two players until you choose two that are not the same alignment.



Galapagos Penguin
Each night, choose a player (different to last night) & a new character: if that character is in play, you learn how many steps from that player to it.



Yellow-Eyed Penguin
Each night*, choose a dead player: you learn the cause of death.



Emperor Penguin
Each night*, you learn the player who is holding the Egg. If you're nominated while holding the Egg, the nominator, if not the Demon, dies.



Erect-Crested Penguin
Once per game, at night, choose a dead player. If they're holding the Egg, they're resurrected.



King Penguin
If you die at night, you get 3 vote tokens.



Little Blue Penguin
You're safe from evil. If an evil player guesses you (once), you lose this ability.



Humboldt Penguin
When you nominate, you may claim to be the Humboldt Penguin. If you do, you're safe from harm (not execution) until dusk.



Chinstrap Penguin
If a player is about to be executed, you may publicly trade places with them. If they were holding the Egg, tonight you choose who gets it, even if you're dead.

OUTSIDERS



African Penguin
Each night, the Demon chooses something for you to be mad about or you might be executed.



Macaroni Penguin
Each day, before nominations, publicly guess a living player's character. If wrong, a Townsfolk is drunk until dusk tomorrow.



Southern Rockhopper Penguin
Evil players register as good to the Egg, and they know you are in play. If you die, the Egg holder dies too.



Northern Rockhopper Penguin
The first drunk or poisoned nominator each day dies immediately, even if you're dead. If only 3 players live, you lose this ability.

MINIONS



Giant Petrel
Each night, choose a character: they're poisoned until dusk.



Snowy Sheathbill
Once per game, at night*, choose one of your dead neighbours: you get their vote token, and they learn this.



Kelp Gull
Good players who nominate a minion might die immediately.



Skua
You might register as good and a Penguin to Penguins. Once per game, at night*, choose a player. If they have the Egg, they lose it and you gain it.

DEMONS



Leopard Seal
Each night*, the first good player who nominated today dies or becomes poisoned, your choice. If none did, deaths are arbitrary.



Orca
Each night*, choose a player: if they were chosen by most living Orcas, they die. You might die at any time. [All evil players are Orcas] [-1 or +1 Outsider]

LORIC



The Egg
On day 1, 2 good players may claim the Egg; one gets it. Each day, the living Egg holder may pass it on. The holder is sober, healthy & gets true info. If they're executed, something bad happens. If only the Demon & Egg holder live, good wins.

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FIRST NIGHT

- Dusk
- Minion Info
- African Penguin
- Giant Petrel
- Southern Rockhopper Penguin
- Demon Info
- Snares Penguin
- Fiordland Penguin
- Adélie Penguin
- Galapagos Penguin
- Royal Penguin
- Magellanic Penguin
- Dawn

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Stay close. Keep your egg warm.

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

OTHER NIGHTS

- Dawn
- Southern Rockhopper Penguin
- King Penguin
- Emperor Penguin
- Erect-Crested Penguin
- Yellow-Eyed Penguin
- Magellanic Penguin
- Galapagos Penguin
- Adélie Penguin
- Snowy Sheathbill
- Skua
- Leopard Seal
- Orca
- Giant Petrel
- African Penguin
- Chinstrap Penguin
- Snares Penguin
- Macaroni Penguin
- Humboldt Penguin
- Little Blue Penguin
- The Egg
- Dusk

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FIRST NIGHT

March of the Penguins

by max

Dusk	Start the Night Phase.
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.
African Penguin	Wake the Demon. They choose something for the African Penguin to be mad about. Tell the African Penguin what it is. Mark them **MAD ABOUT**.
Giant Petrel	The Giant Petrel chooses a character. If that character is in play, mark that player **POISONED** until dusk. Never the Egg holder, who is sober and healthy.
Southern Rockhopper Penguin	Wake all Evil players together. Show them the Southern Rockhopper Penguin token and point to the Southern Rockhopper Penguin.
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.
Snares Penguin	Point to a player. Mark them **KNOWN**.
Fiordland Penguin	Point to two players whose character names have the same number of letters. Show the Fiordland Penguin their character tokens. (Must be true if the Egg holder is involved.)
Adélie Penguin	The Adélie Penguin chooses a character (not a Demon). Show a thumbs up if it is alive, a thumbs down if it is a bluff. (Must be true if the Egg holder is involved.)
Galapagos Penguin	The Galapagos Penguin chooses a player and a character. If that character is in play, show how many steps it is from the chosen player to that character. Mark the player **LAST CHOSEN**. (Must be true if the Egg holder is involved.)
Royal Penguin	Show the Royal Penguin how many of the Emperor Penguin and King Penguin are in play (0, 1 or 2). If it's 0, choose one of the Emperor or King Penguin's abilities to give the Royal Penguin: change their token to that character's and mark them with the 'Is the Royal Penguin' reminder.
Magellanic Penguin	The Magellanic Penguin chooses two players. Nod if they are the same alignment (both good or both evil); shake your head if not. If not the same alignment, mark **DONE**: they no longer wake. (Must be true if the Egg holder is involved.)
Dawn	Wait for a few seconds. End the Night Phase.

Fiordland Penguin: letters in each character's name

- **4** Skua, Orca
- **8** Kelp Gull
- **11** King Penguin, Giant Petrel, Leopard Seal
- **12** Royal Penguin
- **13** Snares Penguin, Adélie Penguin
- **14** Emperor Penguin, African Penguin
- **15** Humboldt Penguin, Macaroni Penguin, Snowy Sheathbill
- **16** Fiordland Penguin, Galapagos Penguin, Chinstrap Penguin
- **17** Magellanic Penguin, Yellow-Eyed Penguin, Little Blue Penguin
- **19** Erect-Crested Penguin
- **25** Southern Rockhopper Penguin, Northern Rockhopper Penguin

Letters only: no spaces or hyphens.



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OTHER NIGHTS

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Dusk	Start the Night Phase.
The Egg	The Egg holder is sober and healthy: ignore any **DRUNK** or **POISONED** on them, and give them true information. The Egg holder can never be made drunk or poisoned. If only the Demon and the Egg holder are alive, good wins.
Little Blue Penguin	The Little Blue Penguin is safe from evil: no evil ability affects them. If an evil player guessed them (at any time), mark **ABILITY LOST**; from then on they are no longer safe.
Humboldt Penguin	Remove the Humboldt Penguin's **SAFE** token: they are no longer safe from harm.
Macaroni Penguin	Remove the **DRUNK** token the Macaroni Penguin placed yesterday; today's stays until tomorrow dusk. Never make the Egg holder drunk: they are sober and healthy.
Snares Penguin	If the Snares Penguin nominated and executed their **KNOWN** player today: wake that player. Point to the Snares Penguin. Mark **REVEALED**.
Chinstrap Penguin	If the Chinstrap Penguin traded places with a player today (executed in their place) and that player was holding the Egg: wake the Chinstrap Penguin, even if they are dead. They choose who gets the Egg. Move the **EGG** token to that player.
African Penguin	Wake the Demon. They choose something for the African Penguin to be mad about. Tell the African Penguin what it is. If the African Penguin broke yesterday's, they might be executed.
Giant Petrel	The Giant Petrel chooses a character. If that character is in play, mark that player **POISONED** until dusk. Never the Egg holder, who is sober and healthy.
Orca	Wake all Evil players (the Orcas). Each chooses a player. If one player was chosen by the most living Orcas, they die. Ties are not most. The Orca might die at any time.
Leopard Seal	The Leopard Seal chooses: the first good player who nominated today either dies, or is marked **POISONED** until dusk. Never poison the Egg holder, who is healthy. If no good player nominated today, deaths are arbitrary: the Storyteller decides.
Skua	Once per game, the Skua chooses a player. Mark **USED**. If that player has the Egg, move the **EGG** token to the Skua. Do not wake or inform the player who lost it.
Snowy Sheathbill	Once per game, the Snowy Sheathbill chooses one of their dead neighbors. Mark **USED**. They get that player's vote token. Wake the dead neighbor and tell them.
Adélie Penguin	The Adélie Penguin chooses a character (not a Demon). Show a thumbs up if it is alive, a thumbs down if it is a bluff. (Must be true if the Egg holder is involved.)
Galapagos Penguin	The Galapagos Penguin chooses a player (not the one marked **LAST CHOSEN**) and a character they have not chosen before. If that character is in play, show how many steps it is from the chosen player to that character. Move **LAST CHOSEN** to the new player. (Must be true if the Egg holder is involved.)
Magellanic Penguin	If the Magellanic Penguin is not **DONE**: they choose two players. Nod if they are the same alignment; shake your head if not. If not the same alignment, mark **DONE**. (Must be true if the Egg holder is involved.)
Yellow-Eyed Penguin	The Yellow-Eyed Penguin chooses a dead player. Show how they died: executed by the town, killed by the Demon, or executed/killed by a specific character's ability (show that character token). (Must be true if the Egg holder is involved.)
Erect-Crested Penguin	Once per game, the Erect-Crested Penguin chooses a dead player. Mark **USED**. If that player was holding the Egg, they are resurrected: restore them to life.
Emperor Penguin	Show the Emperor Penguin the player who is holding the Egg. If the Emperor Penguin was nominated today while holding the Egg, the nominator dies (unless the Demon).
King Penguin	If the King Penguin died tonight, they get 3 vote tokens. Mark **3 VOTES**.
Southern Rockhopper Penguin	If the Southern Rockhopper Penguin died today or tonight, the Egg holder dies too. Evil players register as good to the Egg.
Dawn	Wait for a few seconds. End the Night Phase.

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