


























SILENCE OF THE DAMNED

Unofficial Script for Blood on the Clocktower
Please read the Almanac Glossary for the script before playing














TOWNSFOLK		
	Visitor	You start knowing a townsfolk in play. Until you find them, each night*, choose a player. If they are the role, both of you are cured. You cannot get false info from infections.
	Psychologist	On your first night, choose a townsfolk character (except your role). An evil player is mad about being this character or they might die. If you are mad about your role, you might die instead.
	Epidemiologist	Each night, choose a player. You learn how close they are to the current alive demon. There is a player that registers as a demon.
	Lab Technician**	Each night, choose 2 players. You learn how many are infected and how many are evil. Outsiders register as evil to you.
	Surgeon	Each night*, you may choose a player. If they are infected when you choose them, they are cured. Otherwise, they might die.
	Nurse	Each night*, choose a player. If good and infected, they learn if they are infected. [+0 or +1 Nurse] [Maximum of 2 true Nurses]
	Receptionist**	Each night*, you know which players have been cured and how many of them are evil.
	Diener	Each night*, you may choose a dead player. You learn their alignment and you learn if they are infected. If the dead player is infected, you might get infected.
	Paramedic	Each night, while you still can save a player, you might learn who the demon has chosen tonight. Once per game, at night, you may choose to save and cure them.
	Immunologist	Once per game, at night*, you may choose to use the vaccine. Each infected player (except the demon) must either die or be cured. Only up to 2 infected can be cured.
	Pharmacist	Once per game, at night*, choose up to 2 players. They are cured.
	Inoculator	Once per game, at night*, you may choose to prevent any infections or death caused by infections occurring that night and dawn.
	Germaphobe	If no-one chooses you in the night (except the Demon), you cannot be infected tonight. If only 3 players live, you lose this ability.
OUTSIDER		
	Inpatient	If you are infected, each night, one of your neighbors might also become infected.
	Schizophrenic	The demon knows who you are. Each night, the demon makes you mad about a good character. If you break madness today, one of your alive neighbors becomes infected.
	Graveyard Nurse	You think you are a nurse. Each night*, choose a player. If good, they learn false Nurse info. If they are a minion, they may act twice tonight. You might register as a Nurse.
	Janitor	Each night*, you must choose a player (not the same as last night). If either of you were infected, both of you become infected.
MINION		
	Lobotomist	Each night, choose a player. If they are infected and vote tomorrow, they instantly die. If only 3 players live, your ability targets the demon. Only 1 player can die per vote.
	Reaper	Each night*, you may choose a player that died today. You take away their ghost vote, but they might learn a good player. You can only pick evil once.
	Bio-Terrorist**	If you publicly claim to be the Bio-Terrorist and are executed, two healthy players become infected. If outsiders are executed, they infect a healthy player.
	Quack Doctor**	Each night*, choose a player. They learn they were chosen, and if either the player or any target is infected when the contaminated player uses their ability, they all are infected before using their ability.
DEMON (PATIENT ZERO)		
	Bacteria	Each night, you learn infections then choose a good player to infect. You are permanently infected. The first player to choose you each night is infected and poisoned.
	Fungus**	Each night*, choose a good player to infect. You are permanently infected. Each night, exactly 1 infected player infects a healthy alive neighbor. [-1 Outsider]
	Virus**	Each night*, choose a player to infect. You are permanently infected. If you infect a minion, they change into a not-in-play minion and act twice tomorrow night. [+1 Outsider]
	Parasite**	Each night*, you learn infections then choose a good player to infect. On your first night, choose a player to infect and poison. You can't die until they die. If an alive infected player neighbors the host, they die at dawn.

*Not the first night **New changes/additions since last playtest
























First Night

Minion Info

Demon Info & Bluffs

-  Germophobe
-  Visitor
-  Lobotomist
-  Schizophrenic
-  Bacteria
-  Fungus
-  Virus
-  Parasite
-  Psychologist
-  Inpatient
-  Paramedic
-  Epidemiologist
-  Lab Technician

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-  Germophobe
-  Inoculator
-  Quack Doctor
-  Reaper
-  Lobotomist
-  Janitor
-  Surgeon
-  Schizophrenic
-  Bacteria
-  Fungus
-  Virus
-  Parasite
-  Inpatient
-  Graveyard Nurse
-  Nurse
-  Paramedic
-  Visitor
-  Pharmacist
-  Diener
-  Epidemiologist
-  Immunologist
-  Receptionist
-  Lab Technician
- Other Nights*

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