

THOUGHT FOR FOOD

by Zach, Barner, Gatorca

TOWNSFOLK

Noble

You start knowing 3 players, 1 and only 1 of which is evil.

S Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct

Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability

Sailo Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the Village Idiot

Savant Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Gossin

Each day, you may make a public statement. Tonight, if it was true, a player dies.

Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in

Rool

The first time you die, you don't.

🍊 🛭 Alchemist You have a not-in-play Minion ability.

annbial

You have the ability of the recently killed executee. If they are evil, you are poisoned until

🐞 poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that

night

Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.

OUTSIDERS

Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you

are not

Plague Doctor If you die, the Storyteller gains a not-in-play Minion ability.



You might register as evil & as a Minion or Demon, even if dead.



Snitch Minions start knowing 3 not-in-play characters.

MINIONS

Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day.

Each night, choose a living player (different to last night): if executed tomorrow, they don't Devil's Advocate



Once per game, at night*, choose a player: they die, even if for some reason they could



If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers Scarlet Woman don't count)



Organ Grinder You start knowing 3 players, 1 and only 1 of which is evil.

DEMONS



Each night*, choose a player: they die. If a living player dies this way, you learn their character & may choose to gain their ability. You may only have 1 additional ability at a time this way.

FABLEO



Bootlegger

This script has homebrew characters or rules



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Gossip

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Village Idiot

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Each day, you may make a public statement. Tonight, if it was true, a player dies.



Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Fool The first time you die, you don't.



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Steven Medway, bloodontheclocktower.com *Not the first Night © Steven Medway, bloodontheclocktower.com *Not the first Night











Each instance of the Village Idiot is treated as a separate character; if there are unused Village Idiot tokens, they may be considered not-in-play characters.



If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play & if both the Alchemist and Organ Grinder are sober, both are drunk.



If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



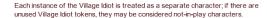
If the Mindflayer gains the Cannibal ability, they also gain whatever additional ability the Cannibal had.



If the Mindflayer has the Banshee ability, and the Mindflayer is killed by the Demon, and the game does not end: all players learn this, and from now on, the Mindflayer may nominate twice per day and vote twice per nomination.











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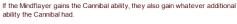
















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