







Buddies  
On The Clocktower



## A MURDER OF CROWS

. . . by Gatorcat

### TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Village Idiot</b>	Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]
	<b>Balloonist</b>	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Mathematician</b>	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help you win.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Pacifist</b>	Executed good players might not die.

### OUTSIDERS

	<b>Saint</b>	If you die by execution, your team loses.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Devil's Advocate</b>	Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.
	<b>Mastermind</b>	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

### DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Zombuul</b>	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	<b>Fang Gu</b>	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



## BARKING UP THE WRONG TREE

. . . by Gatorcat

### TOWNSFOLK

-  **Chef** You start knowing how many pairs of evil players there are.
-  **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
-  **Chambermaid** Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Undertaker** Each night\*, you learn which character died by execution today.
-  **Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.
-  **Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
-  **Courtier** Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
-  **Pacifist** Executed good players might not die.
-  **Fool** The first time you die, you don't.
-  **Poppy Grower** Minions & Demons do not know each other. If you die, they learn who each other are that night.
-  **Amnesiac** You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

### OUTSIDERS

-  **Tinker** You might die at any time.
-  **Recluse** You might register as evil & as a Minion or Demon, even if dead.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Puzzlemaster** 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

### MINIONS

-  **Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.
-  **Witch** Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

### DEMONS

-  **Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
-  **Vortex** Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
-  **Legion** Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
-  **Leech** Each night\*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Buddies  
On The Clocktower



## DOUBLE DOWN TOWN

. . . by Zach, Momo, Martyn

### TOWNSFOLK

	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
	<b>Ravenkeeper</b>	If you die at night, you are woken to choose a player: you learn their character.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Innkeeper</b>	Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
	<b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Lycanthrope</b>	Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.
	<b>Fool</b>	The first time you die, you don't.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

### OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Plague Doctor</b>	If you die, the Storyteller gains a not-in-play Minion ability.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

### MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Spy</b>	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	<b>Mastermind</b>	If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
	<b>Boondandy</b>	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.
	<b>Vizier</b>	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

### DEMONS

	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	<b>Zombull</b>	Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

\* \* \*

### FABLED

	<b>Toymaker</b>	The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.
	<b>Fibbin</b>	Once per game, 1 good player might get incorrect information.



Buddies  
On The Clocktower



## EVERYBODY'S EVIL

... by Martyn

### TOWNSFOLK

	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Bounty Hunter</b>	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Alchemist</b>	You have a not-in-play Minion ability.
	<b>Magician</b>	The Demon thinks you are a Minion. Minions think you are a Demon.
	<b>Poppy Grower</b>	Minions & Demons do not know each other. If you die, they learn who each other are that night.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

### OUTSIDERS

	<b>Puzzlemaster</b>	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Heretic</b>	Whoever wins, loses & whoever loses, wins, even if you are dead.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

### MINIONS

	<b>Cerenovus</b>	Each night, choose a player & a good character: they are mad they are this character tomorrow, or might be executed.
	<b>Mezepheles</b>	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
	<b>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<b>Marionette</b>	You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

### DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Buddies  
On The Clocktower



## EXECUTIONER? I HARDLY KNOW HER

. . . by Zach

### TOWNSFOLK

	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Virgin</b>	The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Fool</b>	The first time you die, you don't.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Flowergirl</b>	Each night*, you learn if a Demon voted today.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.

### OUTSIDERS

	<b>Plague Doctor</b>	If you die, the Storyteller gains a not-in-play Minion ability.
	<b>Heretic</b>	Whoever wins, loses & whoever loses, wins, even if you are dead.
	<b>Tinker</b>	You might die at any time.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### MINIONS

	<b>Boondandy</b>	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.
	<b>Fearmonger</b>	Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.
	<b>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

### DEMONS

	<b>Legion</b>	Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]
	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	<b>Riot</b>	Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]
	<b>Vortox</b>	Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



**Buddies**  
On The Clocktower



## EYE OF THE BEHOLDER

... by Momo

### TOWNSFOLK

	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
	<b>Balloonist</b>	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>High Priestess</b>	Each night, learn which player the Storyteller believes you should talk to most.
	<b>Gossip</b>	Each day, you may make a public statement. Tonight, if it was true, a player dies.
	<b>Juggler</b>	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help you win.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Farmer</b>	If you die at night, an alive good player becomes a Farmer.

### OUTSIDERS

	<b>Plague Doctor</b>	If you die, the Storyteller gains a not-in-play Minion ability.
	<b>Snitch</b>	Minions start knowing 3 not-in-play characters.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Damsel</b>	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

### MINIONS

	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Assassin</b>	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are mad they are this character tomorrow, or might be executed.

### DEMONS

	<b>Vigormortis</b>	Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Buddies  
On The Clocktower



## FILET MINION

. . . by Zach

### TOWNSFOLK

-  **Exterminator** You start knowing which Minions are in play.
-  **Customs Officer** You start knowing how many outsiders are neighboring evil players. [+1 Outsider]
-  **Bounty Hunter** You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
-  **Prophet** You start knowing the Demon. If you are mad that that player is evil or that you are the Prophet, your team loses, even when dead.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Balloonist** Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
-  **Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
-  **Messenger** Each night\*, you learn how many players nominated a player of different alignment.
-  **Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.
-  **Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
-  **Pacifist** Executed good players might not die.
-  **Tea Lady** If both your alive neighbours are good, they can't die.
-  **Hostess** If you are involved in a private conversation with an evil player, you die tonight.

### OUTSIDERS

-  **Hoarder** Each night, the Demon learns a good player & their character. If you die by execution, each of these players dies tonight in the order they were learned.
-  **Acolyte** The Demon has a not-in-play Minion ability.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Hatter** If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.
-  **Plague Doctor** If you die, the Storyteller gains a not-in-play Minion ability.

### MINIONS

-  **Succubus** Each night, choose a player: if you have a private conversation with them tomorrow, you may choose to kill them that night.
-  **Cheesemonger** Each night\*, if no living player was executed during the day, choose a player: they die.
-  **Psychopath** Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
-  **Organ Grinder** All players keep their eyes closed when voting and the vote tally is secret. Votes for you only count if you vote.
-  **Vizier** All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

### DEMONS

-  **Leviathan** If more than 1 good player dies by execution, you win. All players know you are in play. After day 5, evil wins.\*\*

\* \* \*

### FABLED

-  **Bootlegger** This script has homebrew characters or rules.
-  **Djinn** Use the Djinn's special rule. All players know what it is. [\*\*The Leviathan's ability has been modified.]



**Buddies**  
On The Clocktower



## HOROSCOPE

. . . by Zach

TOWNSFOLK

	<b>Sol</b>	Once per game, while alive, publicly choose a player: that night, you learn who they are.
	<b>Mercury</b>	Each night, any living player may choose to visit you. You choose to learn either the players or the characters that visited you. If more than half of a living players, rounded up, visit you, information is arbitrary.
	<b>Venus</b>	Each night*, you learn the character and gain the ability of the 1st player killed by the Demon. If that player is a Minion, you are poisoned until dawn.
	<b>Terra</b>	When you die, choose a player: that night, if they are a Townsfolk, they become Terra.
	<b>Luna</b>	Each night, choose 3 characters: you learn if any are in play.
	<b>Mars</b>	Each night*, choose a player: if they are a Minion, you both die. There is a good player that registers as a Minion to you.
	<b>Phobos</b>	You start knowing Deimos (or that they're not in play).
	<b>Deimos</b>	You start knowing Phobos (or that they're not in play).
	<b>Jupiter</b>	Each night*, choose to learn either which characters nominated today or which characters were nominated today. Either way, you learn an additional incorrect character.
	<b>Saturn</b>	Each night, you learn 2 characters, 1 of which was chosen by the Demon (if no one was chosen, information is arbitrary).
	<b>Titan</b>	When Saturn dies, choose a player: if good they learn who Saturn is & if evil a good player learns who Saturn is. [+ the Saturn]
	<b>Uranus</b>	If both of your alive neighbors are good, you cannot die.
	<b>Neptune</b>	Each night, choose a player: they cannot die by execution tomorrow.

OUTSIDERS

	<b>Ceres</b>	1 or 2 of your townsfolk neighbors may be drunk, even if you die.
	<b>Eris</b>	Evil players, if executed, cannot die. All evil players know you.
	<b>Dysnomia</b>	You think you are Eris, but you are not. If you are executed, 2 good players are poisoned tonight and tomorrow day & 1 of them dies tonight.
	<b>Vesta</b>	The Demon has a not-in-play Minion ability.

MINIONS

	<b>Charon</b>	At the start of the game, choose a Townsfolk: you gain their ability (even if in play) & register as that character.
	<b>Styx</b>	Each night, choose 2 players: they don't wake tonight.
	<b>Nix</b>	Each night, the Storyteller gives you a piece of advice or information.
	<b>Kerberos</b>	Each night, choose up to 3 players: They are asked privately if they would like to be poisoned tonight and tomorrow. If all choose to be healthy, all are poisoned tonight and tomorrow.
	<b>Hydra</b>	When you learn that you died, publicly choose 2 players: they die, even if for some reason they could not.

DEMONS

	<b>Pluto</b>	Each night*, choose a player: they die. If you die, 1 of your alive Minions becomes Pluto.
--	--------------	--

\* \* \*

TRAVELLERS

	<b>Juno</b>	Each night*, choose 2 players: they learn if they are the same alignment. If you are evil this information might be false.
	<b>Sedna</b>	Each night*, choose a player: if you are of different alignment, you both die.

FABLED

	<b>Nibiru</b>	Once per game, a player might die at any time even if for some reason they could not.
	<b>Theia</b>	Once per game, when a player learns that they die, they may choose to also kill another player of the same alignment.
	<b>Bootlegger</b>	This script has homebrew characters or rules.



**Buddies**  
On The Clocktower



## MAD, MOODY EYE . . . by Joshua1700

### TOWNSFOLK

	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Knight</b>	You start knowing 2 players that are not the Demon.
	<b>Fortune Teller</b>	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	<b>Dreamer</b>	Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
	<b>King</b>	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	<b>Choirboy</b>	If the Demon kills the King, you learn which player is the Demon. [+ the King]
	<b>Flowergirl</b>	Each night*, you learn if a Demon voted today.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Farmer</b>	If you die at night, an alive good player becomes a Farmer.
	<b>Monk</b>	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Alchemist</b>	You have a not-in-play Minion ability.

### OUTSIDERS

	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Goon</b>	Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
	<b>Mutant</b>	If you are mad about being an Outsider, you might be executed.
	<b>Lunatic</b>	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

### MINIONS

	<b>Vizier</b>	All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
	<b>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<b>Boondandy</b>	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.
	<b>Cerenovus</b>	Each night, choose a player & a good character: they are mad they are this character tomorrow, or might be executed.
	<b>Harpy</b>	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.

### DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.
	<b>Lil' Monsta</b>	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Buddies  
On The Clocktower



## ON THE FIFTH DAY GOD CREATED FLYING SNAKES

... by Momo

TOWNSFOLK



**Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.



**Steward** You start knowing 1 good player.



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



**Balloonist** Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



**Empath** Each night, you learn how many of your 2 alive neighbours are evil.



**Snake Charmer** Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



**High Priestess** Each night, learn which player the Storyteller believes you should talk to most.



**Huntsman** Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



**Nightwatchman** Once per game, at night, choose a player: they learn who you are.



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



**Fisherman** Once per game, during the day, visit the Storyteller for some advice to help you win.



**Amnesiac** You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

OUTSIDERS



**Mutant** If you are mad about being an Outsider, you might be executed.



**Puzzlemaster** 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



**Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



**Damsel** All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



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



**Cerenovus** Each night, choose a player & a good character: they are mad they are this character tomorrow, or might be executed.



**Widow** On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMONS



**Leviathan** If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.



Buddies  
On The Clocktower



## PIES BAKING

... by Ryback & Momo

### TOWNSFOLK

-  **Noble** You start knowing 3 players, 1 and only 1 of which is evil.
-  **Chef** You start knowing how many pairs of evil players there are.
-  **Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Librarian** You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Fortune Teller** Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
-  **Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
-  **Soldier** You are safe from the Demon.
-  **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.
-  **Virgin** The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.
-  **Mayor** If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
-  **Cannibal** You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

### OUTSIDERS

-  **Plague Doctor** If you die, the Storyteller gains a not-in-play Minion ability.
-  **Recluse** You might register as evil & as a Minion or Demon, even if dead.
-  **Saint** If you die by execution, your team loses.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### MINIONS

-  **Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.
-  **Spy** Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
-  **Baron** There are extra Outsiders in play. [+2 Outsiders]
-  **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
-  **Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

### DEMONS

-  **Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Buddies  
On The Clocktower



## THE IMPOJO

. . . by Gatorcat

TOWNSFOLK

	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>Sailor</b>	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>King</b>	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Undertaker</b>	Each night*, you learn which character died by execution today.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Soldier</b>	You are safe from the Demon.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.
	<b>Choirboy</b>	If the Demon kills the King, you learn which player is the Demon. [+ the King]
	<b>Minstrel</b>	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.

OUTSIDERS

	<b>Snitch</b>	Minions start knowing 3 not-in-play characters.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Acrobat</b>	Each night*, if either good living neighbour is drunk or poisoned, you die.
	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.

MINIONS

	<b>Godfather</b>	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Pit-Hag</b>	Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.
	<b>Baron</b>	There are extra Outsiders in play. [+2 Outsiders]

DEMONS

	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Ojo</b>	Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## THE MICE WILL PLAY

... by Gatorcat

### TOWNSFOLK

-  **Investigator** You start knowing that 1 of 2 players is a particular Minion.
-  **Knight** You start knowing 2 players that are not the Demon.
-  **Chef** You start knowing how many pairs of evil players there are.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Fortune Teller** Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
-  **Oracle** Each night\*, you learn how many dead players are evil.
-  **Undertaker** Each night\*, you learn which character died by execution today.
-  **Gambler** Each night\*, choose a player & guess their character: if you guess wrong, you die.
-  **Flowergirl** Each night\*, you learn if a Demon voted today.
-  **Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
-  **Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
-  **Huntsman** Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.  
[+the Damsel]
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.

### OUTSIDERS

-  **Saint** If you die by execution, your team loses.
-  **Plague Doctor** If you die, the Storyteller gains a not-in-play Minion ability.
-  **Barber** If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
-  **Damsel** All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

### MINIONS

-  **Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.
-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Assassin** Once per game, at night\*, choose a player: they die, even if for some reason they could not.
-  **Mastermind** If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.
-  **Baron** There are extra Outsiders in play. [+2 Outsiders]

### DEMONS

-  **Lil' Monsta** Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night\*. [+1 Minion]



Buddies  
On The Clocktower



## THOUGHT FOR FOOD

... by Zach & Gatorcat

TOWNSFOLK

-  **Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Investigator** You start knowing that 1 of 2 players is a particular Minion.
-  **Sailor** Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
-  **Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
-  **Undertaker** Each night\*, you learn which character died by execution today.
-  **Professor** Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.
-  **Fool** The first time you die, you don't.
-  **Alchemist** You have a not-in-play Minion ability.
-  **Cannibal** You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
-  **Poppy Grower** Minions & Demons do not know each other. If you die, they learn who each other are that night.
-  **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.
-  **Sage** If the Demon kills you, you learn that it is 1 of 2 players.
-  **Mayor** If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

-  **Snitch** Minions start knowing 3 not-in-play characters.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Saint** If you die by execution, your team loses.
-  **Plague Doctor** If you die, the Storyteller gains a not-in-play Minion ability.
-  **Tinker** You might die at any time.

MINIONS

-  **Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.
-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Witch** Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
-  **Cerenovus** Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
-  **Assassin** Once per game, at night\*, choose a player: they die, even if for some reason they could not.

DEMONS

-  **Mind Flayer** 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 one additional ability at a time.

\* \* \*

FABLED

-  **Bootlegger** This script has homebrew characters or rules.



Buddies  
On The Clocktower



## TICKING TIME BOMB

. . . by Joshua1700

### TOWNSFOLK

	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Noble</b>	You start knowing 3 players, 1 and only 1 of which is evil.
	<b>Chef</b>	You start knowing how many pairs of evil players there are.
	<b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	<b>King</b>	Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
	<b>Choirboy</b>	If the Demon kills the King, you learn which player is the Demon. [+ the King]
	<b>Lycanthrope</b>	Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Mayor</b>	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	<b>Slayer</b>	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	<b>Cannibal</b>	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	<b>Amnesiac</b>	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

### OUTSIDERS

	<b>Sweetheart</b>	When you die, 1 player is drunk from now on.
	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	<b>Recluse</b>	You might register as evil & as a Minion or Demon, even if dead.
	<b>Hatter</b>	If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

### MINIONS

	<b>Boondandy</b>	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.
	<b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
	<b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
	<b>Witch</b>	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

### DEMONS

	<b>Po</b>	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	<b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are Minions. - to + Outsiders]
	<b>Leviathan</b>	If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.
	<b>Al-Hadikha</b>	Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Buddies  
On The Clocktower



## UNCERTAIN DEATH

. . . by Trace

### TOWNSFOLK

-  **Clockmaker** You start knowing how many steps from the Demon to its nearest Minion.
-  **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
-  **Librarian** You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Fortune Teller** Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
-  **Exorcist** Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
-  **Flowergirl** Each night\*, you learn if a Demon voted today.
-  **Oracle** Each night\*, you learn how many dead players are evil.
-  **Undertaker** Each night\*, you learn which character died by execution today.
-  **Monk** Each night\*, choose a player (not yourself): they are safe from the Demon tonight.
-  **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
-  **Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

### OUTSIDERS

-  **Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.
-  **Mutant** If you are "mad" about being an Outsider, you might be executed.
-  **Sweetheart** When you die, 1 player is drunk from now on.
-  **Recluse** You might register as evil & as a Minion or Demon, even if dead.

### MINIONS

-  **Godfather** You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
-  **Assassin** Once per game, at night\*, choose a player: they die, even if for some reason they could not.
-  **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
-  **Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

### DEMONS

-  **Pukka** Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
-  **No Dashii** Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Buddies  
On The Clocktower



## WORD ON THE STREET

. . . by Momo

TOWNSFOLK

-  **Noble** You start knowing 3 players, 1 and only 1 of which is evil.
-  **Grandmother** You start knowing a good player & their character. If the Demon kills them, you die too.
-  **Adventurer** On your 1st night, the Storyteller sends you on an adventure. When you complete the adventure, you receive a piece of advice or information from the Storyteller that night.
-  **High Priestess** Each night, learn which player the Storyteller believes you should talk to most.
-  **Balloonist** Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
-  **Mortician** Each night\*, you learn how many deaths were prevented during the night.
-  **Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
-  **Gambler** Each night\*, choose a player & guess their character: if you guess wrong, you die.
-  **Gossip** Each day, you may make a public statement. Tonight, if it was true, a player dies.
-  **Sherpa** If a good player dies, you might die instead.
-  **Zealot** If you die at night, a dead Townsfolk is resurrected.
-  **Tea Lady** If both your alive neighbours are good, they can't die.
-  **Sheriff** 1 of your Townsfolk neighbors is drunk. Your Townsfolk neighbors cannot be killed by the Demon.

OUTSIDERS

-  **Chatterbox** You start knowing a secret word. Each night\*, if no other player said the secret word, you die.
-  **Smuggler** Each night, choose a player. If they would wake tonight, they are drunk & you gain their ability until dusk. If you choose an evil player, you become evil & lose your ability.
-  **Jailbird** If either of your living neighbors die, you might die that night. If you die, 1 of your living neighbors might die that night.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

-  **Mezepheles** You start knowing a secret word. The 1st good player to say this word becomes evil that night.
-  **Earworm** You start knowing a secret word. The first good character to say that word dies the following night. When someone dies this way, you learn a new word.
-  **Poisoner** Each night, choose a player: they are poisoned tonight and tomorrow day.
-  **Barby** Each night\*, if you were nominated today, choose a player: they are poisoned for the rest of the game.

DEMONS

-  **Yaggababble** You start knowing a secret phrase. For each time you said it publicly today, a player might die.
-  **Fang Gu** Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
-  **Bloodletter** Each night\*, choose a player: they die. For each Minion killed this way, you may choose an additional player each night (a chosen Minion is the only player to die that night).
-  **Vigormortis** Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

\* \* \*

FABLED

-  **Bootlegger** This script has homebrew characters or rules.



Buddies  
On The Clocktower



You Can Call Me Al

## YOU CAN CALL ME AL

... by Momo

### TOWNSFOLK

-  **Knight** You start knowing 2 players that are not the Demon.
-  **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
-  **Innkeeper** Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.
-  **Fortune Teller** Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
-  **Exorcist** Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
-  **King** Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
-  **Choirboy** If the Demon kills the King, you learn which player is the Demon. [+ the King]
-  **Fool** The first time you die, you don't.
-  **Slayer** Once per game, during the day, publicly choose a player: if they are the Demon, they die.
-  **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.
-  **Flowergirl** Each night\*, you learn if a Demon voted today.
-  **Poppy Grower** Minions & Demons do not know each other. If you die, they learn who each other are that night.
-  **Amnesiac** You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

### OUTSIDERS

-  **Recluse** You might register as evil & as a Minion or Demon, even if dead.
-  **Goon** Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.
-  **Plague Doctor** If you die, the Storyteller gains a not-in-play Minion ability.
-  **Hatter** If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

### MINIONS

-  **Fearmonger** Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.
-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Psychopath** Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.
-  **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

### DEMONS

-  **Al-Hadikha** Each night\*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



Buddies  
On The Clocktower



## BASS ACKWARDS

. . . by Gatorcat

TOWNSFOLK

- |  |                  |   |
|--|------------------|---|
|  | <b>Librarian</b> | You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)                               |
|  | <b>Dreamer</b>   | Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.   |
|  | <b>Monk</b>      | Each night*, choose a player (not yourself): they are safe from the Demon tonight.  |
|  | <b>Savant</b>    | Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.                             |
|  | <b>Slayer</b>    | Once per game, during the day, publicly choose a player: if they are the Demon, they die.                                 |
|  | <b>Huntsman</b>  | Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk.<br>[+the Damsel] |

OUTSIDERS

- |  |               |   |
|--|---------------|---|
|  | <b>Saint</b>  | If you die by execution, your team loses.   |
|  | <b>Damsel</b> | All Minions know you are in play. If a Minion publicly guesses you (once), your team loses. |

MINIONS

- |  |                 |   |
|--|-----------------|---|
|  | <b>Poisoner</b> | Each night, choose a player: they are poisoned tonight and tomorrow day.  |
|  | <b>Goblin</b>   | If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.                            |
|  | <b>Vortox</b>   | Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins. |

DEMONS



Buddies  
On The Clocktower



## CAHOOTS

. . . by Gatorcat

TOWNSFOLK



### Empath

Each night, you learn how many of your 2 alive neighbours are evil.



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Savant

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



### Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



### Soldier

You are safe from the Demon.



### Pacifist

Executed good players might not die.

OUTSIDERS



### Valet

Each night, choose a player (not yourself): tomorrow, if you vote and they do not, something bad might happen.



### Drunk

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

MINIONS



### Poisoner

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



### Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS



### Kazali

Each night\*, choose a player: they die. [You choose which players are Minions. - to + Outsiders]

\* \* \*

FABLED



### Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



Buddies  
On The Clocktower



## CLOAK & DAGGER

. . . by Gatorcat

TOWNSFOLK



### Urchin

You start knowing 2 not-in-play characters.



### Messenger

Each night\*, you learn how many players nominated a player of different alignment.



### Physician

Once per game, at night, choose a player: they learn they have been chosen and are sober and healthy until tomorrow night.



### Sherpa

If a good player dies, you might die instead.



### Clerk

If you die by execution, that night you learn who nominated you.



### Tribute

On your 1st day, each player may make a public statement. That night, you learn how many were true.

OUTSIDERS



### Acolyte

The Demon has a not-in-play Minion ability.



### Jailbird

If either of your living neighbors die, you might die that night. If you die, 1 of your living neighbors might die that night.

MINIONS



### Insider

Each night, you receive a piece of information or advice from the storyteller.



### Vodou

Each night, choose a character: if in play, they are poisoned tonight and tomorrow day.

DEMONS



### Lobo

Each night\*, choose a player: they die. You might register as good & as a Townsfolk or Outsider, even if dead.

\* \* \*

FABLED



### Bootlegger

This script has homebrew characters or rules.



Buddies  
On The Clocktower



## DON'T FORGET TO NAME YOUR SCRIPTS

... by Joshua1700

TOWNSFOLK

 **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

 **Juggler** On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

 **Empath** Each night, you learn how many of your 2 alive neighbours are evil.

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

 **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.

 **Mayor** If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

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

 **Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

 **Cerenovus** Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

 **Goblin** If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

 **Boomdandy** If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMONS

 **Ojo** Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Buddies  
On The Clocktower



## EAT MOR CHICKIN

... by Gatorcat

### TOWNSFOLK

-  **Pixie** You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
-  **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.
-  **Martyr** Each night\*, choose 2 players: if the Demon kills either tonight, you die instead.
-  **Nunchaku** Once per game, at night\*, choose a player: they die.
-  **Zealot** If you die at night, a dead Townsfolk is resurrected.

### OUTSIDERS

-  **Saint** If you die by execution, your team loses.
-  **Hatter** If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

### MINIONS

-  **Scarlet Woman** If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
-  **Mastermind** If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

### DEMONS

-  **Fowl** Each night\*, choose a player: they die. Players that target you with their ability become poisoned until the next night.

\* \* \*

### FABLED

-  **Bootlegger** This script has homebrew characters or rules.



Buddies  
On The Clocktower



## ELEPHANT IN THE ROOM

. . . by Momo & Gatorcat

TOWNSFOLK

-  **Shugenja** You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Preacher** Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
-  **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **Seamstress** Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
-  **Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.

OUTSIDERS

-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Mutant** If you are "mad" about being an Outsider, you might be executed.

MINIONS

-  **Evil Twin** You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.
-  **Vizier** All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

DEMONS

-  **Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

\* \* \*

FABLED

-  **Toymaker** The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



Buddies  
On The Clocktower



*Not Trashy*

## NOT TRASHY

... by Gatorcat

TOWNSFOLK



**Steward** You start knowing 1 good player.



**Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.



**Empath** Each night, you learn how many of your 2 alive neighbours are evil.



**Undertaker** Each night\*, you learn which character died by execution today.



**Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.



**Virgin** The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



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



**Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS



**Widow** On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



**Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMONS



**No Dashii** Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## PLAYING GOD

. . . by Joshua1700

TOWNSFOLK

- Investigator** You start knowing that 1 of 2 players is a particular Minion.
- Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
- Mathematician** Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
- Ravenkeeper** If you die at night, you are woken to choose a player: you learn their character.
- Atheist** The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]
- Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

OUTSIDERS

- Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
- Lunatic** You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

- Widow** On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.
- Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMONS

- Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## RAGS TO RICHES

. . . by Gatorcat

TOWNSFOLK

-  **Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Chambermaid** Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
-  **Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
-  **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **Nightwatchman** Once per game, at night, choose a player: they learn who you are.

OUTSIDERS

-  **Snitch** Minions start knowing 3 not-in-play characters.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

-  **Devil's Advocate** Each night, choose a living player (different to last night): if executed tomorrow, they don't die.
-  **Baron** There is an extra Outsider in play. [+1 Outsider]
-  **Sphinx** Each night\*, choose a player: they die. If you die (ending the game), publicly guess all players' characters. If you are correct, your team wins.

DEMONS

\* \* \*

FABLED

-  **Bootlegger** This script has homebrew characters or rules.



Buddies

On The Clocktower



## TEARS OF JOY

... by Steven Medway & Buddies O.T.C.

TOWNSFOLK

**Clockmaker**

You start knowing how many steps from the Demon to its nearest Minion.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Empath**

Each night, you learn how many of your 2 alive neighbours are evil.

**Undertaker**

Each night\*, you learn which character died by execution today.

**Nightwatchman**

Once per game, at night, choose a player: they learn who you are.

**Ravenkeeper**

If you die at night, you are woken to choose a player: you learn their character.

OUTSIDERS

**Drunk**

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

**Lunatic**

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

**Scarlet Woman**

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

**Baron**

There is an extra Outsider in play. [+1 Outsider]

DEMONS

**Imp**

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



Buddies  
On The Clocktower



## THE CART BEFORE THE HORSE

. . . by Gatorcat

TOWNSFOLK

-  **Village Idiot** Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

OUTSIDERS

-  **Heretic** Whoever wins, loses & whoever loses, wins, even if you are dead.

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

MINIONS

-  **Goblin** If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

-  **Mastermind** If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS

-  **Imp** Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

\* \* \*

FABLED

-  **Sentinel** There might be 1 extra or 1 fewer Outsider in play.



Buddies  
On The Clocktower



## VISION

... by Zach

TOWNSFOLK



### Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



### Nightwatchman

Once per game, at night, choose a player: they learn who you are.



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Farmer

If you die at night, an alive good player becomes a Farmer.

OUTSIDERS



### Plague Doctor

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



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINIONS



### Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Votes for you only count if you vote.



### Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.

DEMONS



### Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

\* \* \*

FABLED



### Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



### Sentinel

There might be 1 extra or 1 fewer Outsider in play.