

Blood on the Clocktower · Sects & Violets

TOWNSFOLK

Clockmaker

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

Dreamer

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

Snake Charmer

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

Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Flowergirl

Each night*, you learn if a Demon voted today.

Town Crier

Each night*, you learn if a Minion nominated today.

Oracle

Each night*, you learn how many dead players are evil.

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.

Philosopher

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

Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.

Juggler

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

Sage

If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDERS

Mutant

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

Sweetheart

When you die, 1 player is drunk from now on.

Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

Klutz

When you learn that you died, publicly choose an alive good player, or your team loses.

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.

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" about being this character tomorrow, or might be executed.

Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

DEMONS

Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead.
[+1 Outsider]

Vigormortis

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

No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

* Not the first night.