

Investigator

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Lucky detective

Each night you may learn something about the Grimoire.



Pixie

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



Lobbyist

Each night*, if the first nominated player the previous day got a predetermined amount of votes, you learn a good character that is in play. If you influenced the vote the information may be false.



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.



AA leader

Each night choose a player, you and they cannot be made drunk or poisoned due to another characters ability until dusk.



Dreamer

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



Scourge seeker

Each night, choose 3 alive players (not yourself): you learn if any of them are evil.



Undertaker

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



Savant

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



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Ravenkeeper

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

OUTSIDERS

MINIONS



Drunk

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



Sweetheart

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



Plague Doctor

If you die, the Storyteller gains a Minion ability.



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.



Poisoner

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



Pit-Hag

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



Assassin

Once per game, at night*, choose a player: they die, even if for some reason they could not.



Widow

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

DEMONS



No Dashii

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



Vortox

 $\label{lem:choose} Each \ night^*, choose \ a \ player: they \ die. \ Townsfolk \ abilities \ yield \ false \ info. \ Each \ day, \ if \ no-one \ is \ executed, \ evil \ wins.$



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.



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Dusk

Minion info



Demon info

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8



Poisoner

Lleech



Widow



Courtier



Pixie



Investigator



Fortune Teller



Dreamer



Shugenja



Bounty Hunter



General



Dawn



MYSTERY & MISINFORMA...



JINXES

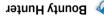
None available





















Fortune Teller



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Sweetheart



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No Dashii



Legion



Pit-Hag



Poisoner

Courtier



Dusk





TRAVELLERS

FABLEO

None available