

BotC Experimental Characters: Comprehensive How to Run w/ Annotations & Updates



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- [Bakery by the Clocktower](#) <- My website with an index of all my BotC resources
- Curation support: <https://ko-fi.com/livfreeorpie>
- Last updated 2025.11.16 at 8:30 p.m. Eastern



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The document contains TPI rulings and determinations posted to the **Blood on the Clocktower (Unofficial) Discord Server**. This is a derivative fair-use work made for the purpose of indexing, tracking changes, and archival. This is an exercise of service and love for the creators and the community of this game.

- Content is listed chronologically by character release/announcement.
- Inline updates and revisions are in **red text**.
- Editorial notes in **[red text and brackets]**.
- Advice that is stale, but not yet revised by TPI is shown by **gray highlights**.
- Information that has been overwritten or made obsolete is shown by **red text, gray, highlights, and strikethrough**.

Supplemental documents shared by Steven Medway, Edd Gabriel & Jams have also been linked, mirrored, and annotated.

Please feel free to comment on this document to recommend fixes or changes.

=== SKIP TO THE MOST RECENT CONTENT AT THE END OF THIS DOCUMENT ===

Key Experimental Character Documents

The Carousel Almanac

(Formerly known as the “Experimental Characters Almanac”)

(Formerly known as the “Kickstarter Almanac”)

Version 11 - 2025.07.09

Original source: <https://botclinks.page/TCalmanac>

Google Drive mirror: [BotC Almanac CAROUSEL v3 - 2025.07.09](#)

- **Adds:** Cacklejack
- **Does not include:** Bootlegger, Gardner
- **The Carousel Almanac is now complete.**
- **Post-Carousel Release Updates for inclusion in an Almanac Update:** Marionette rules clarification; Kazali rules clarification, Loric Character type update including conversion of Storm Catcher, Bootlegger, and Gardner from Fabled into Loric; Big Wig; Tor;

Version 10 - 2025.07.03

Original source: <https://botclinks.page/TCalmanac> *[Overwritten 2025.07.03]*

- **Adds:** Wraith
- **Does not include:** Bootlegger, Gardner

Version 9 - 2025.06.24

Original source: <https://botclinks.page/TCalmanac> *[Overwritten 2025.07.03]*

- **Adds:** Balloonist v2, Widow, Acrobat v2.1, Bounty Hunter, Cult Leader v1.1, Preacher, Nightwatchman v1.1, King v2.1, Boomdandy v2, Damsel v1.1, Al-Hadikhia v2, Alchemist v2, Organ Grinder v2.1, Vizier v1.2, Xaan, Wizard, Hermit, Deus Ex Fiasco, Princess
- **Does not include:** Bootlegger, Gardner

Version 8 - 2024.11.15

Original source: <https://botclinks.page/KSalmanac>

- **Adds:** Lycanthrope v2, Plague Doctor v2.1, Snitch v1.1, Alsaahir v1.1, Farmer v1.1, Gnome, Riot v2
- **Does not include:** Balloonist v2, Widow, Acrobat v2.1, Bounty Hunter, Cult Leader v1.1, Preacher, Nightwatchman v1.1, Bootlegger, Gardner
- **Update missing:** King v2.1, Boomdandy v2, Damsel v1.1, Vizier v1.1

Version 7 - 2024.10.02

Original source: <https://botclinks.page/KSalmanac> *[Overwritten 2024.11.15]*

- **Adds:** Harpy v2, Lleech v2, Zealot, Lord of Typhon, Boffin, Organ Grinder v2
- **Does not include:** Balloonist v2, Widow, Acrobat v2, Bounty Hunter, Cult Leader, Preacher, Nightwatchman, Bootlegger, Gardner
- **Update missing:** Plague Doctor v2

Version 6 - 2024.07.02

Original source: <https://tinyurl.com/28nzx645>

- **Adds:** Politician, Lil' Monsta v2
- **Does not include:** Balloonist v2, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Preacher, Nightwatchman, Bootlegger, Gardner
- **Update missing:** Harpy v2, Plague Doctor v2

Version 5 - 2024.06.28

Original source: <https://tinyurl.com/4tzrpe3f>

- **Adds:** Alsaahir, Fisherman
- **Does not include:** Balloonist v2, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Lil' Monsta, Politician, Preacher, Nightwatchman, Bootlegger, Gardner
- **Update missing:** Harpy v2, Plague Doctor v2

Version 4 - 2024.06.08

Original source: <https://tinyurl.com/c7w2c5e8>

- **Adds:** Ogre
- **Does not include:** Balloonist v1, Fisherman, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Lil' Monsta, Politician, Preacher, Nightwatchman, Bootlegger, Gardner

Version 3 - 2024.05.30

Original source: <https://tinyurl.com/ms9mjhhj>

- **Adds:** Banshee, High Priestess, Knight, Shugenja, Steward, Village Idiot, Hatter, Plague Doctor v1, Goblin, Harpy v1, Summoner, Vizier, Kazali, Ojo, Yaggababble, Ferryman
- **Updates:** King v2
- **Does not include:** Balloonist v1, Fisherman, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Lil' Monsta, Politician, Preacher, Nightwatchman, Bootlegger, Gardner

Version 2 - 2023.03.23

Original source: <https://botclinks.page/KSalmanac> *[Overwritten 2024.10.02]*

- **Adds:** Organ Grinder v1
- **Does not include:** Balloonist v1, Fisherman, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Lil' Monsta, Politician, Preacher, Nightwatchman

Version 1 - 2022.02.28

Original source: [DIRECT LINK / KS Backer Email](#)

- **Includes:** Alchemist v1, Amnesiac, Atheist, Cannibal, Choirboy, Engineer, Farmer, General, Huntsman, King v1, Lycanthrope, Magician, Noble, Pixie, Poppy Grower, Damsel, Golem, Heretic, Puzzlemaster, Snitch, Boombdandy v1, Fearmonger, Marionette, Mezepheles, Psychopath, Al-Hadikhia v1, Legion, Leviathan, Lleech v1, Riot v1, Gangster, Storm Catcher
- **Does not include:** Balloonist v1, Fisherman, Goblin, Widow, Acrobat v1, Bounty Hunter, Cult Leader, Lil' Monsta, Politician, Preacher, Nightwatchman

BotC Wiki - Djinn Jinxes

<https://wiki.bloodontheclocktower.com/Djinn>

BotC Wiki - Changelog

<https://wiki.bloodontheclocktower.com/Changelog>

BotC Wiki - Glossary

<https://wiki.bloodontheclocktower.com/Glossary>

Supplemental Documents from Steven Medway & TPI

- [Lil' Monsta Supplement / Some Clarifications](#) - 2021.01.16
- [Laissez un Faire Supplement](#) - 2021.02.20 - [mirror document](#) **annotated 2024.06.27**
- [Madness Supplement](#) - 2021.02.20 - **revised by TPI 2024.08.06**
- [Legion Supplement](#) - 2021.02.04 - **revised by TPI 2024.08.06**, [mirror document](#) **annotated 2025.10.09**
- [Marionette Supplement](#) - 2021.04.15
- ~~[Leech Supplement / Immortality](#) - 2021.06.21~~ - **made obsolete 2024.07.26**
- [Boomdandy Supplement / Who to Kill](#) - 2021.07.01
- [Al-Hadhikhia Supplement / Naming Notes](#) - 2021.08.21
- [Atheist Supplement](#) - 2021.12.04 - **revised by TPI 2024.08.06**
- [Yagababble Supplement](#) - 2024.03.01
- [Alchemist v2 Supplement](#) - 2024.11.18
- [Wizard Supplements / Video Digests](#) - 2025.01.10
- [TPI Jinx Updates - September 2025](#) - 2025.10.09
- [Pre-Revision Jinxes \(Before 2025.10.09\)](#) - 2025.10.09

Steven Medway X/Twitter

https://x.com/Steve_Medway

[EDITORIAL / KEY STATUS DISTINCTION: Changes are considered “in effect” by TPI when they are live on the app, script tool, and on the Blood on the Clocktower Wiki page. Steven Medway’s posts are meant to be a preview of incoming changes and may change again before implementation.]

Laissez un Faire (Teensyville Script)

Announced 2020.04.07

Shared on #experimental-how-to-run 2021.02.04

		TOWNSFOLK
	Balloonist	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help you win.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies this way.
		OUTSIDERS
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Lunatic	You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack.
		MINIONS
	Widow	On your 1st night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
		DEMONS
	Leviathan	If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

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*Not the first night.

[PATCH - ability text change effective 2024.06.27:

Balloonist (Townsfolk):

- **Previous** → Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
- **Current** → Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

EDITORIAL NOTE: *Laissez un Faire was made with Balloonist v1 in mind. Both Balloonist v1 & v2 are viable on this script.]*

Laissez un Faire Supplement

Announced 2020.04.07

Shared on #experimental-how-to-run 2021.02.20

Laissez Un Faire - Steven's thoughts:

<https://docs.google.com/document/d/1aeE1krWO9ft4FDckmGK41dcgiSiPo3p-ykAKLLzUkao/edit?usp=sharing>

Google Drive mirror **w/ 2024.06.27 updates:** [BotC EXPERIMENTAL - Laissez Un Faire Supplement](#)

General (Townfolk)

Announced 2019.12.17

#experimental-how-to-run Discord content - NO ENTRY

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/General>

General (Townfolk): "Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither."

The General knows who is winning.

- If the good team is winning, the Storyteller gives a thumbs up. If the evil team is winning, the Storyteller gives a thumbs down. If neither team is winning, or the Storyteller isn't sure, the Storyteller gives a thumbs to the side.
- The Storyteller is the judge on which team is winning. Many factors may be included, such as how many players of each team are still alive, how much information the good team has, how successful the evil team's bluffs seem to be, which players the group wants to execute next, or how experienced the Demon player is. All of these, and more, will inform the Storyteller's judgment.
- The Storyteller decides who is winning at the point that the General wakes. Previous events in the night may affect their decision.

How to Run

Each night, wake the General. If you believe that the good team is winning, give a thumbs up. If you believe that the evil team is winning, give a thumbs down. If you don't know which team is winning, give a thumbs to the side. Put the General to sleep.

Examples

There are 5 good players alive and 4 evil players alive. Even though the Demon is very suspicious and will probably be executed next, there is a Scarlet Woman in play, who is very trustworthy. The Storyteller gives a thumbs down.

The Good team has a lot of information, and believes that their false information is indeed false. The only Minion is dead. The Storyteller gives a thumbs up.

The Po is a very experienced player and is coordinating well with the Minions. The Monk is successfully protecting the Savant each night and the good team have correctly identified several good players. However, the Po will probably kill 3 times tomorrow night, so it is anyone's game. The Storyteller gives a thumbs to the side.

Amnesiac (Townsfolk)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Amnesiac>

#experimental-how-to-run Discord content

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

How to Run

Before the game begins, decide what ability the Amnesiac player has. During the game, treat that player as if they had that ability, waking them when needed (note that you will need to judge where in the night order is appropriate to wake your given ability), prompting them to choose players when needed, or whatever else is appropriate. Each day, the Amnesiac can approach you privately to make a guess about their ability. Answer “Cold” (very wrong), “Warm” (right track but not close), “Hot” (very close), or “Bingo” (spot on).

Amnesiac ability thoughts:

The Amnesiac's ability should always be beneficial to their team – it's important to remember the Amnesiac ability is not there to allow you to balance the game or help Evil, it's a Townsfolk character and therefore should be overall beneficial to good (Bounty Hunter and other evil Townsfolk scenarios left aside). Even more so because the player is going to be unsure of how to use their ability for several days, so will almost certainly not be using it optimally, so it's generally recommended to make it slightly *stronger* than the average Townsfolk to counteract the fact they are going to have to spend some time guessing what it is.

Their ability can be anything, from just copying another character ability in BotC to something you've completely made up. They can wake every night, each night but not the first, not wake at all and instead have a fully passive effect, wake under certain conditions etc, affect setup, any of the templates for types of characters that already exist in BotC are fair game.

In general you should bear in mind that an Amnesiac ability isn't fun for anyone if they don't at

least work out a vague idea of what their ability was. As is demonstrated with other rule-guessing games, you'd be surprised at how hard it is to guess even a very simple ability, so if in doubt, go for an ability that you think is a little *too* easy to guess and then tailor your ability difficulty over time as you see how players deal with Amnesiac abilities.

It's generally recommended to start off with each night or each night* abilities, to at least give the Amnesiac some data to work from to find out whether they get info or select players or something else – a fully passive ability, a setup affecting ability or something that has to be triggered specifically by the Amnesiac are all both very hard to guess and very boring for everyone if it never happens.

The Amnesiac's guesses can be phrased however they like, they don't have to guess a fully worded ability in order to get a response (though they obviously cannot get a Bingo without doing so). So, for example, asking "Does my ability relate to whether players are evil?" is perfectly legitimate, but even if the ability is the very similar "Each night, choose a player, learn if they are evil" they would need to phrase their question more specifically in order to get a Bingo or, usually, even a Hot. Please work with your Amnesiac, however, to try to make sure you're clearly understanding the questions they're asking! Also, no-one enjoys pickiness in this scenario, if their guess is a few words different but functionally the same as the ability, please just give them the Bingo.

You should always answer with the specified answers given above unless you have announced before the game starts to all players that you answer differently. If you use different answers to the standard and your players don't know, it becomes impossible for someone to bluff being the Amnesiac.

Drunk/poisoned: the Amnesiac ability cannot affect the gamestate while poisoned/drunken and any info given to the Amnesiac can be wrong or misleading, including your answer to their guess at their ability.

Resurrected/swapped Amnesiacs: An Amnesiac dies and is resurrected, is swapped with the Barber, is gained as an ability by the Cannibal, is changed into something else then created again by the Pit Hag. In all of these scenarios, the ability *can* be the same as the previous Amnesiac ability, but does not have to be, as it is a fresh iteration of the character so the storyteller can choose to give them a completely new ability if they choose.

Vortex: In a Vortex game, you must falsify any info that the Amnesiac ability you've come up with is gaining, but also your answers to the guesses must always be incorrect. As long as you answer with a response that is not the correct one in your view, this info would be regarded as false (so if you think the answer to the guess is "warm", any of "cold", "hot", or "bingo" would be valid Vortex game answers).

Balloonist (Townsfolk)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Revision to v2 announced 2024.06.21

Revision to v2 implemented by TPI 2024.06.27

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Balloonist>

#experimental-how-to-run Discord content

Balloonist (Townsfolk) ~~Ability: Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]~~

[PATCH - ability text change effective 2024.06.27:

Balloonist (Townsfolk):

- **Previous** → Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
- **Current** → Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

How to Run Balloonist v1

2021.02.25

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

How to Run

When putting character tokens into the bag, *[you may]* remove a Townsfolk and add an Outsider instead. Each night including the first, wake the Balloonist and point to a single player (alive or dead) and place the corresponding “Seen Townsfolk/Outsider/Minion/Demon” reminder token next to them, ~~ensuring not to repeat the same type as has been used before (i.e. don’t move reminder tokens once placed)~~. Do not show them a character token or indicate which specific type this player is, just show them a player.

~~On each subsequent night, therefore, you will have fewer character types to show as you only have your remaining reminder tokens to place.~~ It is legitimate to show the same player to the Balloonist more than once, if they either have different character types when shown or register as having a different character type.

~~If there are no characters of a given type in play and you have shown the Balloonist all other types, stop waking the Balloonist. Note that even if a character of this missing type comes into play on a night after you’ve stopped waking the Balloonist, do not wake the Balloonist again on~~

~~a later night to show them this player — the Balloonist ability was complete when you stopped waking them.~~

~~Drunk/poisoned Balloonist: Place a reminder token next to a character whose type does not have to match that token and then show that player to the Balloonist. In future, treat the character type on the reminder token as gospel when deciding future players to show to the Balloonist regardless of the character token it's next to.~~

~~Changing characters: If a character has changed type since you showed them to the Balloonist, do not remove that reminder token. If they have become a type you still have remaining to show, you can show that player again and mark them with a second reminder token.~~

Interesting interactions:

Goon: Is not chosen by the Balloonist, merely shown to the Balloonist, so does not make the Balloonist drunk and is a valid player to show.

Legion: A single Legion player can be shown to the Balloonist twice – once as a Minion and once as a Demon.

Lil' Monsta: A Minion babysitting Lil' Monsta can be shown to the Balloonist twice – once as a Minion and once as a Demon. Note that this can get even better – a Spy babysitting Lil' Monsta could be shown to the Balloonist for four nights – the Spy registers as Town, then Outsider, then as themselves the Spy/Minion, then as the Demon/Lil' Monsta. But this does confirm them to be Spy holding Lil' Monsta so probably not something to actually do!

Preacher: A Minion that has no ability is still a Minion, so can be shown to the Balloonist as such.

~~Professor/Shabaloth: If a Balloonist is resurrected, they are a fresh incarnation of the Balloonist, so their reminder tokens are cleared and they would start from scratch in who they are shown.~~

Recluse: Can register three times to the Balloonist – Outsider/Minion/Demon.

Snake Charmer: Can be shown to the Balloonist twice, once before and once after hitting the Demon.

Spy: Can register three times to the Balloonist – Townsfolk/Outsider/Minion.

Vortex: Forces false info, ~~so each Balloonist reminder must be placed next to a character that is not that character type.~~

How to Run Balloonist v2

2024.06.21

The Balloonist has an ability text update:

Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]

Previously, the Balloonist learning one of each character type each night meant that the

Balloonist would always learn the Demon player after four nights. This was often way too powerful for the good team, but also made it a very tough bluff for the Demon.

I didn't really have a problem with a poisoned Balloonist getting totally bunk information, because at least the Balloonist could figure out that they were poisoned, and the threat of totally bunk information at least threw some doubt on the strong Balloonist claims.

However, getting either game-winning information or squat, isn't great game design. This new version, where the Balloonist learns a player of a different character type, is at least consistently good information, as well as not being so poison-brittle.

I've changed the definite "+1 Outsider" to a more vague "+0 or +1 Outsider" so that the Balloonist is not confirmable. It is a little counter-intuitive, but a Townsfolk that definitely adds an Outsider is a great Townsfolk, because both the Outsider and the Townsfolk can usually be confirmed. With this new option to not add an Outsider, the Storyteller can occasionally not add an Outsider, which will make the Balloonist more balanced and bluffing easier.

I recommend that Storytellers add Outsiders in about three quarters of games. If there are already 2 Outsiders in your game, it might be best to not add an Outsider. If there are no Outsiders in play, then it is probably best to add one via Balloonist. But feel free to mix it up every so often to keep your players on their toes, and give the Demon Outsider bluffs to match.

I haven't updated the almanac entry yet. The wiki will probably take a while, since this is a significant character change.

Also, the "+0 or +1 Outsider" wording may change. I really want to word the Balloonist "+1 Outsider?" but wanted to make the wording and punctuation consistent with other characters that do this type of thing, such as the Village Idiot, which would look confusing as "+1 or +2 Outsider?". If a consistent and intuitive wording can be found over the 4 or 5 characters that have this function, then I'll change it. But until then, it is a bit ugly.

This character update has given me solid ideas for four brand spanking new characters, which I'm tinkering around with on my brainstorming list. I think that at least 3 of them will eventually make it to release, which is exciting.

The Balloonist is one of my favourite characters. So I am glad to get this right. And doubly glad that it has inspired other cool things.

Cannibal (Townsfolk)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Cannibal>

#experimental-how-to-run Discord content

Cannibal (Townsfolk) Ability: You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

How to Run If a player dies by execution mark them with the ~~“Died today”~~ [“Lunch”] reminder.

If they are good, the Cannibal now has that ability and loses their previously gained ability. Wake them when that character usually wakes or otherwise treat them as if they were that character.

If they are evil, the Cannibal should be marked with the “Poisoned” reminder and you can pretend that they have a poisoned version of any ability – it’s recommended to pretend they have the ability of the character the executed evil player was bluffing.

Executing a dead player won’t grant the Cannibal an ability. Executing a living player who doesn’t die, won’t grant the Cannibal an ability.

A player must be executed and die for the Cannibal to gain their ability.

If a Cannibal gains a “start knowing” ability, they get that “start knowing” information that night after the poisoners and Demons have acted.

The Cannibal is not told which ability they have gained [absent specific jinxes]. They must figure that out for themselves.

If a Cannibal has gained an ability and no-one is executed the following day(s) the Cannibal keeps that ability until someone else is executed.

If the Cannibal has an “even if dead” ability, such as the Recluse, or an ability that implies it works while dead, such as the Ravenkeeper or Sweetheart, the Cannibal keeps that ability when they die (but loses their Cannibal ability).

If a Cannibal gains an ability that includes [setup square brackets] this section of the ability does not happen as abilities in square brackets only happen at setup, not mid-game.

Interesting/complex interactions:

[Butler (jinx): If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.]

Chambermaid: If a Chambermaid chooses a Cannibal that is waking due to having gained a night-waking ability, they register as waking to the Chambermaid. The ability that Cannibal has gained is still the Cannibal's own, despite having been copied from the recent executee.

Courtier: If the Courtier chooses the character whose ability the Cannibal has, the Cannibal is not poisoned as they are the Cannibal, not the character whose ability they currently have.

Cult Leader/Goon: Gaining these abilities can allow the Cannibal to change alignments and if another non-alignment changing player is executed before they change back again, the Cannibal can be locked in as their changed alignment.

Dreamer/Gambler/Grandmother/Ravenkeeper/Undertaker etc: the Cannibal is always the Cannibal, regardless of the abilities they may have gained and would be shown to these character checkers as the Cannibal as a result.

Gossip: If you have a Cannibal and a living Gossip, it's worth also keeping an eye on the Cannibal's Gossip statements. If the Gossip is executed that day, the Cannibal's Gossip statement can cause a kill that night if true as the Cannibal will have the Gossip ability at the point that the Gossip ability is evaluated.

Juggler: ~~if the Juggler is executed, the Cannibal can only take advantage of the Juggler ability if no-one is executed the following day. The day after the Juggler is executed would be the Cannibal's "1st day" so they would have to juggle that day and ensure no-one (or a dead/protected player) is executed in order for them to maintain their ability to find out the results of their juggle the following night.~~

[PATCH - jinx update effective 2024.05.24:

Cannibal / Juggler: If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.]

Mathematician: If a Cannibal is poisoned by an evil player being executed, it's the Cannibal's own ability that is poisoning them, so the Mathematician does not register this as a malfunction.

Snake Charmer: If the Snake Charmer is executed and the good Cannibal picks the evil Demon, the Cannibal becomes an evil Demon and the Demon becomes a good poisoned Cannibal. As it stands, based on the Philo-Snake Charmer ruling, the ex-Demon-now-Cannibal is poisoned.

Butler: If the Cannibal gains the Butler ability they learn this. (Otherwise they could break the Butler rules re voting without realising).

Drunk: If the Drunk is executed, you can deceive the Cannibal that they are any Townsfolk, including the one Drunk thought they were.

Lunatic: If a Lunatic is executed, you should tell the Cannibal they are now one of the Demons on the script (confirm they are still good), take the corresponding kill choices and inform the Demon that the Cannibal player is their Lunatic and who they chose. If the Cannibal asks what character they are at any point while they have the Lunatic ability, you should confirm that they are the Demon you told them they were. If they lose the Lunatic ability through a further execution, continue to treat them exactly as you would have done had that execution occurred without a Lunatic execution beforehand, do not tell them they are no longer a Demon etc. If they then ask what character they are, you can confirm to them they are the Cannibal, but should not confirm anything about why you told them they are a Demon.

Mutant: If a Cannibal has the Mutant ability, they can claim to be a Cannibal with the Mutant ability and cannot be executed as they are not claiming to be an Outsider. If they claim to *be* the Mutant, however, they might be executed.

Politician: If a Cannibal has the Politician ability, they are in competition with the actual now-dead Politician as only one player can be *most* responsible for their team losing, so only one can change alignment and win.

Recluse: The Storyteller can *either* register the Recluse as evil to the Cannibal and make them poisoned, pretending they have another ability *or* give the Cannibal the Recluse ability and register them as evil & Minion/Demon to other abilities, not both.

Snitch: If the Cannibal gains the Snitch ability the Minions are woken that night and given three out-of-play characters which may or may not be the same ones they or the Demon received previously.

Cerenovus: If a player is Cerenovus-mad about being a certain character, they cannot claim to be a Cannibal with the ability of that character and expect to be safe from Cerenovus-madness-breaking execution as they are not claiming to actually *be* that character, which is the Cerenovus requirement.

Spy: I know I'm disappointing people here, but a Cannibal cannot legitimately be treated as sober/healthy and having gained the Spy ability without having a legitimately good Spy already. The Spy specifically registers as good **and** as a Townsfolk or Outsider, so if the Spy registers as good to the Cannibal, they must also register as a specific Townsfolk/Outsider and the Cannibal would gain that ability instead. Having said all of that, if you register the Spy as evil, the Cannibal is poisoned and you can technically deceive them about anything, including showing them an accurate grimoire if you really really insist, but at that point you're just trying to do what you want regardless of what's sane/reasonable/fun, so I'mma leave you to it.

Professor/Shabaloth: When the Cannibal is resurrected, they are brought back to life and immediately gain the ability of the recently killed executee – so if, for example, the Chambermaid is executed and dies, then the Professor resurrects the Cannibal that night, the Cannibal will wake the same night to use the Chambermaid ability, even though the Cannibal was dead when the Chambermaid was executed.

Vortex: Everyone ready for a niche situation? If the Snitch is executed in a Vortex game, the Cannibal gains the Snitch ability. Technically it's the Cannibal version of the Snitch ability that is giving information to the Minions, so with the new version of Vortex being that *Townsfolk* abilities give false information, the Minions would each be told three *in* play characters due to the Cannibal-Snitch ability being a Townsfolk ability rather than an Outsider ability. Similarly the Cannibal-Lunatic would tell the Vortex that a different player is the Lunatic and different players were attacked.

Zombuul: Counts as dying by execution for almost all purposes, including the Cannibal ability, so the Cannibal would be poisoned.

Fisherman (Townsfolk)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2024.06.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Fisherman>

#experimental-how-to-run Discord content

Fisherman (Townsfolk) Ability: Once per game, during the day, visit the Storyteller for some advice to help you win.

How to Run

At any time during the day, the Fisherman can approach the Storyteller privately for some advice to help them win. The Storyteller's pieces of advice are not "facts". They are strategy tips that the Storyteller believes will help the Fisherman win if they are followed.

Generally, Fisherman advice should be able to be structured as "you should" or "you should not". It doesn't need to explicitly include those words but should always follow that concept of suggestions that can be followed, rather than information about what is like a Savant would get. So "kill player X" or "find out who is the Drunk" or "you should rethink which info you're trusting" or "trust player Y" are all great Fisherman advice, for example.

Drunk/poisoned Fisherman is relatively simple – you can choose to give advice that you *don't* think will help the Fisherman win.

Note that in a Vortex game, Fisherman advice is affected and so the advice should be unhelpful.

Goblin (Minion)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Goblin>

#experimental-how-to-run Discord content

Goblin (Minion) Ability: If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

How to Run

When nominated, any player may claim to be the Goblin before voting starts. When any player does so, declare to the group that the player has claimed Goblin before starting the vote. If the Goblin does so and is then executed that day, their team wins.

This claim of Goblin can be as joking or as serious as the player likes, the simple point is that if they claim to be the Goblin in any way when nominated before votes start they have satisfied the ability requirements. This is why you should always confirm that a player has claimed Goblin to the whole group.

If a Goblin is executed without claiming Goblin when nominated, the game continues. The Goblin must claim Goblin the same day they are nominated and executed, claims on previous days are irrelevant.

Interesting interactions:

[Cerenovus (jinx): The Cerenovus may choose to make a player mad that they are the Goblin.]

Devil's Advocate: Even if the Goblin does not die from the execution, their team still wins.

Lil' Monsta: If a Goblin is executed while babysitting Lil' Monsta, good wins.

Minstrel: If a Goblin is executed with a Minstrel in play, the Goblin wins before the Minstrel can make them drunk.

Vigormortis: If for some reason a Goblin was killed by the Vigormortis and is then nominated, claims Goblin and is executed while dead, their team wins as they still have their ability through the Vigormortis and the Goblin ability doesn't require the Goblin to die from the execution.

Butcher: If a Goblin claims Goblin when nominated in the normal nominations phase, is not initially executed, but doesn't then claim Goblin if the Butcher renominates them and is then executed using the Butcher ability, the Goblin's team still wins as they claimed Goblin when nominated and were executed in the same day. The same logic applies with a Goblin breaking Cerenovus-madness after having already claimed Goblin on a nomination that day, though there are incredibly few situations where I would reward the Goblin by giving them the

Cerenovus-execution in this scenario.

Scapegoat: Technically if the Scapegoat is executed instead of the Goblin, the game continues, but that's pretty harsh on the Goblin when they've succeeded in doing everything to make their ability work!

Leviathan (Demon)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Leviathan>

#experimental-how-to-run Discord content

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

How to Run

At the beginning of the first day, declare that Leviathan is in play. Place a Day 1 reminder token by Leviathan. Each day, replace that reminder token with the relevant day. If there is a Leviathan in play after day 5 has ended, evil wins.

If a good player is executed, place the "Good Player Executed" reminder by their character token. If a second execution of a good player happens, evil wins (phrased this way deliberately, executing the same good player twice still causes a Leviathan win).

If a good player is executed but does not die (Tea Lady/Pacifist protection, Sailors not dying etc) this still counts for the Leviathan win condition. Good players with evil characters also count for Leviathan; it's the player alignment, not the default alignment of their character token, that counts. Similarly it's only the player's alignment at the point of execution that counts, not at any other time.

For new players, it is helpful to declare that Leviathan is in play each day, and to say what day it is. In the first day, say "Leviathan is in play. It is day 1." On the second day, say "Leviathan is in play. It is day 2." etc. This helps them remember what Demon they are facing and avoid accidentally losing by forgetting to count the days, but it is not obligatory to do so.

It is not the *Leviathan's* 5th day that triggers the evil win condition, but the overall day count. So if a Leviathan comes into play after day 5, evil wins instantly.

Drunk/poisoned: I will start this section by observing that Leviathan isn't really designed for scripts where drunk/poisoning is particularly rife, so the major caveat to all that follows is that generally Leviathan doesn't play hugely well or have interesting interactions with getting

drunk/poisoned.

However, as it stands, if a Leviathan is drunk/poisoned, you cannot announce a Leviathan is in play that day. When the Leviathan becomes sober/healthy, you may again announce that a Leviathan is in play (must, if it has not yet been announced, may otherwise).

While a Leviathan is poisoned/drunk, executions do not count towards the Leviathan win condition. If a Leviathan is poisoned/drunk on day 5, they do not win until they become sober/healthy, but as soon as they *are* sober/healthy at any point after the end of day 5, the game ends and evil wins.

[PATCH - total jinx revision effective 2024.12.06:

Leviathan + Banshee: Each night, the Leviathan chooses a living player (different to previous nights): a chosen Banshee dies & gains their ability.

Leviathan + Exorcist: ~~Evil does not win when more than 1 good player has been executed, if the Exorcist is alive and has ever successfully chosen the Leviathan.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → Evil does not win when more than 1 good player has been executed, if the Exorcist is alive and has ever successfully chosen the Leviathan.
- **Current** → If the Leviathan nominates and executes the Exorcist-chosen player, good wins.]

Leviathan + Farmer: Each night, the Leviathan chooses a living player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan + Grandmother: ~~If the Grandchild dies by execution, evil wins.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If Leviathan is in play and the Grandchild dies by execution, evil wins.
- **Current** → If the Leviathan is in play and the Grandchild dies by execution, evil wins.]

Leviathan + Innkeeper: ~~If the Leviathan is in play, the Innkeeper-protected players are safe from all evil abilities.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Leviathan is in play, the Innkeeper-protected-players are safe from all evil abilities.
- **Current** → If the Leviathan nominates and executes an Innkeeper-protected player, good wins.]

Leviathan + Hatter: ~~If the Hatter dies on or after day 5, the Demon cannot choose Leviathan.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Hatter dies on or after day 5, the Demon cannot choose Leviathan.
- **Current** → The Leviathan cannot enter play after day 5.]

Leviathan + King: If the Leviathan is in play, and at least 1 player is dead, the King learns an alive character each night.

Leviathan + Mayor: ~~If the Leviathan is in play & no execution occurs on day 5, good wins.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Leviathan is in play & no execution occurs on day 5, good wins.
- **Current** → If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.]

Leviathan + Monk: ~~If the Leviathan is in play, the Monk-protected player is safe from all evil abilities.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Leviathan is in play, the Monk-protected-player is safe from all evil abilities.
- **Current** → If the Leviathan nominates and executes the Monk-protected player, good wins.]

Leviathan + Pit-Hag: ~~After day 5, the Pit-Hag cannot choose Leviathan.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → After day 5, the Pit-Hag cannot choose Leviathan.
- **Current** → The Leviathan cannot enter play after day 5.]

Leviathan + Ravenkeeper: Each night, the Leviathan chooses a living player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan + Sage: Each night, the Leviathan chooses a living player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan + Soldier: ~~If the Leviathan is in play, the Soldier is safe from all evil abilities.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Leviathan is in play, the Soldier is safe from all evil abilities.
- **Current** → If the Leviathan nominates and executes the Soldier, good wins.]

Widow (Minion)

Announced 2020.04.07

#experimental-how-to-run Discord content 2021.02.25

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Widow>

#experimental-how-to-run Discord content

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

How to Run On their first night, wake the Widow and show them the Grimoire for as long as they need. The Widow points to a character token in the Grimoire, or a player. Mark that player with a “Poisoned” reminder. Put the Widow to sleep. Wake any good player. Show them the Widow character token. Put that good player to sleep.

If the Widow dies or changes character, their poison ends. Likewise, their poison vanishes while the Widow is poisoned/drunk. When a Widow poisons a player, night 1 has already begun, so it does not prevent any [setup] abilities from taking effect.

If a Widow is created mid-game, execute the first paragraph of the how to run just like you would if they were in play on night 1 – it’s the *Widow’s* first night that matters for their ability, not how many nights into the whole game you are.

If the Widow chooses to poison themselves, no-one is informed that a Widow is in play.

Only the Preacher, Sailor and Poisoner can prevent the Widow from getting to poison on night 1 and in all of these cases, a good player would be told that the Widow is in play once the preaching/drunk/poison wears off. If Sailor drunk or Poisoner poisoned, the Widow can be shown a fake grimoire. Also, their poison choice has no effect for the rest of the game, even if they become sober/healthy later. If preached, the Widow is merely shown the Preacher in play and does not see the grimoire, even if the Preacher is dead/poisoned/drunk later in the game.

If the good player who knows the Widow is in play turns evil while the Widow is alive, wake a new good player and show them the Widow character token.

Interactions:

~~Acrobat: Doesn’t die until night 2, even if they’re neighbouring the Widow poison choice.~~

[PATCH - ability text change effective 2024.10.18:

Acrobat (Townfolk):

- **Previous** → Acrobat is an Outsider. Each night*, if either good living neighbour is drunk or poisoned, you die.
- **Current** → Acrobat is a Townfolk. Each night*, choose a player: if they are drunk or poisoned, you die.]

Goon: If the Widow chooses the Goon, the Widow is drunk, the Goon turns evil and no-one is told that the Widow is in play on night 1. On night 2, when the Widow is now sober, a good player is told the Widow is in play, but the Widow has no ongoing poison.

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:

Summary

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

The Widow sees the Grimoire and poisons a character of their choice.

- The Widow acts on their first night only, poisoning one player.
- The player that the Widow poisons is poisoned until the Widow dies.
- On the same night that the Widow acts, one good player learns that the Widow is in play, but not which player is the Widow, and not which player is poisoned.

How to Run

While preparing the first night, mark a good player with the KNOW reminder.

On the first night, wake the Widow and show them the Grimoire for as long as they need. The Widow points to a character token in the Grimoire. Mark them with a POISONED reminder. They are poisoned. Put the Widow to sleep.

Wake the player marked KNOW. Show them the Widow character token. Put that good player to sleep.

Examples

The Widow sees the Grimoire and points to the Sailor. The Sailor is poisoned this game. The Sailor is sober, but dies when executed.

On the third night, the Pit-Hag turns themselves into the Widow. That night, the good Scapegoat learns that a Widow is in play.

The Empath is poisoned due to the Widow. The Widow becomes drunk due to the Innkeeper. The Empath is no longer poisoned. The Innkeeper dies. The Widow is now sober and the Empath is poisoned again.]

Acrobat (Outsider > Townsfolk)

Announced 2020.05.24

#experimental-how-to-run Discord content 2020.05.26 & 2021.07.20

Revision to v2 announced 2023.10.02

Revision to v2 implemented by TPI 2024.10.18

Revision to v2.1 implemented 2024.10.18

Revision to v2.1 announced 2024.10.21 (late announcement by Steven Medway)

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Acrobat>

How to Run Acrobat v1

[PATCH - ability text change effective 2024.10.18:

Acrobat (Townsfolk):

- **Previous** → Acrobat is an Outsider. Each night*, if either good living neighbour is drunk or poisoned, you die.
- **Current** → Acrobat is a Townsfolk. Each night*, choose a player: if they are or become drunk or poisoned, you die.]

~~#experimental-how-to-run-Discord-content~~

~~Acrobat (Outsider): Each night*, if either good living neighbour is drunk or poisoned, you die.~~

~~[The entry in the Discord links to a discussion from Steven Medway proposing this character.]~~

~~Hey all. Here is a cool character that popped into my head a short while back. It's totally new, and hasn't had any playtesting yet, so it might have a little wonkyness to it.~~

~~I'm pretty sure it will be fine though, as the idea is a good one -- an Outsider that detects drunkenness and poisoning. I like Outsiders that get information, and the Acrobat feels like it might be a fun one.~~

~~It should also be a decent bluff for the evil team... especially Minions that don't mind dying at night for the sake of spreading misinformation. Many Outsiders act in a public way, and it is always nice to have another Outsider or two that can be added to a Script without too much fuss over jinxes and wacky combinations. The Acrobat should be able to fit into most Scripts easily.~~

~~The Acrobat ability triggers as soon as either living good neighbor becomes drunk or poisoned, not at any particular time of day or night.~~

~~Interestingly, this means that the Acrobat is one of the very few ways that a player can die on the first night. You might end up with a few Acrobats starting the game dead, which is either hilarious or weird, depending on your group. Hopefully, the information that this gives will be enough compensation to allow the poor Acrobat player to still have fun and be a big part of the game, as they will be confirmed as good. If it turns out that the Acrobat is better not being able to die on the first night, I might change that at a later time. We'll see what works best, but I'm liking the current version so far.]~~

~~The Acrobat is one of the characters from The Greatest Show On Earth expansion, so it won't be published for some time yet. Anyway... have fun.~~

~~I hope the character works well, and adds a little spice to your homebrew games.~~

~~If you don't like the idea of the Acrobat dying first night (which sucks for some players, but is perfectly fine for others), here is an alternate version of the character that I'm considering.~~

~~The voting maths is more balanced, which is nice. A dead but confirmed Outsider on day one shifts the vote balance towards good when compared to there being one less player in the game. But an unconfirmed Outsider that can die at any time is roughly the same as having one less player in the game.~~

~~Version two combos in more interesting ways with multikill demons. However, the ability has less chance of triggering due to there being two deaths that the Acrobat needs to avoid beforehand (the execution and the night time death). I think version 2 will be more balanced, but version 1 will be more fun.~~

How to Run Acrobat v2.1

2024.10.04

The Acrobat is now a Townsfolk. The new ability reads:

"Each night*, choose a player: if they are drunk or poisoned, you die."

[PATCH - ability text change effective 2024.10.18:

Acrobat (Townsfolk): Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.]

The old Acrobat was a cool idea, but was never meant to be an official character as is. It was more of a test idea that I proposed that accidentally made it onto the wiki and then beyond.

I initially thought that old Acrobat would be a weak but balanced Outsider, with the information gained about who is drunk or poisoned balanced by an extra good character dying at an inconvenient time. With the odd situation where the Acrobat dies at night with just 3 players alive excepted, it proved to be too helpful to be an Outsider but too passive to be a Townsfolk.

The new Acrobat has a significant power boost, and belongs in the Townsfolk section.

Just a thought as I write this... perhaps the Acrobat would be even better if it read "Each night*, choose a player: if they are drunk or poisoned, one of you dies." ? Maybe.

A tip for script-builders: consider pairing the Acrobat with the Assassin on your scripts.

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:

Summary

"Each night*, choose a player: if they are or become drunk or poisoned tonight, you die."

The Acrobat dies when they find a drunk or poisoned player.

- Each night except the first, the Acrobat chooses a player. If the chosen player is sober and healthy, nothing happens. If the player is drunk or poisoned, the Acrobat dies.
- If the Acrobat is drunk or poisoned, they cannot die to their own ability.
- The Acrobat may choose any player, dead or alive, even themselves.
- If the chosen player is sober and healthy at the time the Acrobat picks, but becomes drunk or poisoned later in the night, the Acrobat dies.
- The Acrobat does not learn if the player they selected was drunk, or poisoned, or both.
- The Drunk registers as drunk to the Acrobat.

How to Run

Each night except the first, wake the Acrobat. They point to a player. Put the Acrobat to sleep.

If the player the Acrobat pointed to is drunk or poisoned, or becomes drunk or poisoned at any time tonight, the Acrobat dies.

Examples

The Sailor chooses the Assassin, and the Storyteller makes the Sailor drunk. The Acrobat chooses the Sailor, and dies because the Sailor is drunk.

The Acrobat chooses the Tinker, who is sober and healthy. Nothing happens.

The Acrobat chooses the Preacher. Later that night, the Pukka poisons the Preacher. The Acrobat dies, because the Preacher is no longer healthy.]

Deadly Penance Day (Full Script)

Announced 2020.07.04

Shared on #experimental-how-to-run: 2021.04.02

— <i>Deadly Penance Day</i> —		TOWNSFOLK
	Bounty Hunter	You start knowing 1 evil player. If the evil player you know dies, you learn another that night. [1 Townsfolk is evil]
	Chef	You start knowing how many pairs of evil players there are.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Exorcist	Each night*, choose a player (not the same as last night); the Demon, if chosen, learns who you are & doesn't act tonight.
	Fool	The first time you die, you don't.
	Gambler	Each night*, choose a player & guess their character: if you guess wrong, you die.
	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
	Philosopher	Once per game, at night, choose a good character: become them. If you duplicate an in-play character, they are drunk.
	Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
	Sailor	Each night, choose an alive player: either you or they are drunk until dusk. You can't die.
	Soldier	You are safe from the Demon.
	Town Crier	Each night*, you learn if a Minion nominated today.
		OUTSIDERS
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Barber	If you die, tonight the Demon may choose 2 players (not another Demon) to swap characters.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Saint	If you are executed, your team loses.
		MINIONS
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	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]
		DEMONS
	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
© Steve Medway, bloodontheclocktower.com		*Not the first night.

Bounty Hunter (Townsfolk)

Announced 2020.07.04

#experimental-how-to-run Discord content 2022.09.26

Almanac entry added 2025.06.24

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Bounty_Hunter

#experimental-how-to-run Discord content

Bounty Hunter (Townsfolk) Ability: You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

How to run

At the start of the first night, wake any player with a Townsfolk character and show them the “You are” card and the thumbs down hand signal to let them know they are evil. Rotate their token 180 degrees in the grimoire, mark them with an evil reminder in clocktower.online or turn their token red in the official app to remind you they are evil. They do not learn anything else other than their new alignment, they do not know who the Minions or Demon are and they continue to register as a Townsfolk to abilities, it's just their alignment that has changed.

When the Bounty Hunter wakes, point to an evil player. This can be a Minion, Demon, Traveller or the evil Townsfolk, anyone that is evil or registering as evil. If that player dies, regardless of whether they die at night or during the day, regardless of whether they're evil or not, wake the Bounty Hunter that night and show them a new evil player.

Note that the Bounty Hunter is quite late in the night order on the first night. This is the time to wake them to show them the player they are learning is evil. The player that started evil, however, should be told immediately on the first night that they are evil and you as Storyteller should also bear this in mind when doing other first night information – that player is already evil even though the Bounty Hunter has not woken yet.

If the Bounty Hunter is drunk or poisoned or in a Vortex game at any point when they would learn information, you may (must if Vortex) give them incorrect information and show a good player. If they later sober up, they do not learn any new information, even though they still think that a good player is evil. When the player they saw dies, they learn a new player that night.

If the “known” evil player turns good later, this doesn't affect the Bounty Hunter, that player still needs to die in order for the Bounty Hunter to get further information.

It's worth noting that, if you feel the Bounty Hunter has already gained a lot of information, it's possible to give a dead evil player ~~or one they've already received. In the former case,~~ if they're dead they cannot die again, so the Bounty Hunter will not get new information unless that player is resurrected and killed again.

For Travellers, both travelling away and being exiled result in their death – so if a Bounty Hunter has seen a Traveller, either situation would result in the Bounty Hunter getting more information

that night.

NB: Due to the Bounty Hunter adding an extra evil player, extreme caution should be taken when adding it to a script with *any* other potential alignment changers – as soon as more than one player can be turned evil it's very easy to get an evil voting majority and not even the evil players particularly enjoy that. The script with Goon, Mezepheles, Fang Gu, Politician and Cult Leader has been made before and it isn't fun...

Interesting interactions

Alchemist: The Bounty Hunter can make the Alchemist evil, going full circle to have the Minion ability go back to being used by evil.

Al-Hadikhia: If the Bounty Hunter dies and is resurrected by the Al-Hadikhia (or anything else) they would be told an evil player that night. This may be the same as previously or a new evil player. If the evil player the Bounty Hunter saw dies, the Bounty Hunter sees a new player and then the previously seen player comes back to life through the Al-Hadikhia, the Bounty Hunter does not see another new player when that previously seen player dies again. (For example, BH sees X on N1. D1, X is executed, N2 BH sees Y but X is resurrected by Al-Hadikhia. D2 X is executed again. N3, BH does not get a new name, their current "known" evil player is still Y.)

Apprentice/Cannibal/Damsel/Philosopher/Pit-Hag/Pixie: If a player gains the Bounty Hunter ability while the game is already underway, a Townsfolk does not turn evil, as [1 Townsfolk is evil] is part of setup *[exception added for the Philosopher]*. If an Apprentice joins town before the game begins and is there from the start of the first night, however, their [setup] effect would take place (judge your evil ratios accordingly!).

[PATCH - new jinx effective 2024.06.06:

Philosopher / Bounty Hunter: If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.]

Barista: A Bounty Hunter affected by a Barista 2 could learn 2 evil players in 1 night. They would learn another player when either of those 2 players died. This means the Bounty Hunter has 2 instances of their ability from that point on - when either 'client' dies, they learn a new name. It's usually a good idea to show them the same player after both 'client A' and 'client B' die, to restore the Bounty Hunter to knowing only a single player at a time from then on.

Cannibal: An evil Townsfolk who dies by execution will poison the Cannibal. A Cannibal that gains the Bounty Hunter ability does not have to see a player the original Bounty Hunter saw.

Courtier: Even if they choose the Bounty Hunter on Night 1, they cannot prevent the Townsfolk being turned evil as this is a setup ability.

Cult Leader: The Bounty Hunter cannot see the Cult Leader as their evil player on night 1 as the Cult Leader doesn't change alignment until the end of the night and therefore will always be good when the Bounty Hunter wakes even if they will be turning evil later tonight. The only

exception to this is if the Bounty Hunter themselves causes the Cult Leader to be turned evil at setup.

Damsel: If the evil Townsfolk guesses the Damsel, nothing happens, because they are not a Minion. The guess is not used.

Dreamer: Just because a Townsfolk is evil in a Bounty Hunter game, does not make that a legitimate “evil character” to show to the Dreamer, they should still see the relevant Townsfolk and a Minion/Demon token.

Drunk/Marionette: Whether the Bounty Hunter is the Drunk or Marionette must be decided before a Townsfolk is woken and told that they are evil (as a result of the Bounty Hunter ability). The Drunk and Marionette also are not valid Townsfolk to be turned evil through the Bounty Hunter ability.

Engineer: The evil Townsfolk is unaffected by the Engineer, as it is not a Minion or Demon.

Farmer: Even if the Farmer is evil, it's an alive *good* player that becomes the Farmer.

Fool: If the Fool is the player known to a Bounty Hunter, the Bounty Hunter will not learn another player until the Fool actually dies for good (the second time they die), as the first time a Fool dies, they “don’t”.

Goon: The Bounty Hunter being shown the Goon is not “choosing” the Goon with their ability, so are not made drunk, nor do they flip the Goon.

Grandmother: The Grandmother could not learn the evil Townsfolk as their grandchild, as the ability says they learn a good player.

Lil' Monsta: The evil Townsfolk is not a Minion and doesn't wake to choose the babysitter.

Lleech: If the Lleech picks the Bounty Hunter or the BH-evil Townsfolk as host, this does not stop a player being made evil through the BH ability – this is a [setup] ability and has already occurred.

Magician: The evil Townsfolk is unaffected by the Magician, as it is not a Minion or Demon.

Mayor: If no execution occurs while just 3 players including the Mayor live, and the Mayor is the evil Townsfolk, evil wins.

No Dashii: Would poison the evil Townsfolk – they are still Townsfolk despite being evil and therefore affected by the No Dashii ability.

Poppy Grower: The evil Townsfolk is not a Minion or Demon, so is not shown who the evil team

is when the Poppy Grower dies.

Professor: A Professor could resurrect an evil Townsfolk.

Recluse: The Bounty Hunter could learn the Recluse as their known evil player.

Revolutionary: The Revolutionary may cause a good player to register falsely, resulting in the Bounty Hunter learning them. Also, Revolutionary pairs are decided at setup, the same time as Bounty Hunter Evil Townsfolk. As such, if the two players in the pair are good, you cannot select either of them to become the Bounty Hunter evil Townsfolk. You could pair the evil Townsfolk with a Minion or Demon, however.

Spy: *Technically* can register as a Townsfolk in order to be made evil by the Bounty Hunter ability... Don't be a dick.

Virgin: An evil Townsfolk could trigger the Virgin ability.

Vortex: The evil Townsfolk still gets false information in a Vortex game.

Zombuul: If a Bounty Hunter learns the Zombuul, and the Zombuul 'dies' for the first time, the Bounty Hunter will learn a different player despite the Zombuul still technically being alive.

[PATCH - guidance issued in The Carousel Almanac 2025.06.24: Summary

"You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]"

The Bounty Hunter tracks down evil players, one at a time.

- The Bounty Hunter starts knowing one evil player. When that player dies, they learn another evil player.
- The Bounty Hunter only learns the evil player, not their character.
- If the Bounty Hunter is drunk or poisoned when they should learn a new player, the Storyteller may show them a good player. When the recently shown player dies, the Bounty Hunter learns a new player that night.
- The Bounty Hunter cannot learn the same evil player twice.
- If the Bounty Hunter is in the game at setup, one Townsfolk is evil. The Bounty Hunter may learn the evil Townsfolk.

How to Run

While preparing the first night, choose a Townsfolk character and turn their character token upside down. (This shows they are now evil.) and put the KNOWN reminder by any evil player.

At the start of the first night, wake the chosen Townsfolk. Show the YOU ARE info token then give a thumbs down. Put them to sleep.

During the first night, wake the Bounty Hunter. Point to the player marked KNOWN Put the Bounty Hunter to sleep.

Each night, if the player with the KNOWN reminder dies, move the KNOWN reminder to any other evil player. Wake the Bounty Hunter. Point to the new player marked KNOWN. Put the Bounty Hunter to sleep.]

Examples

Alex is the Bounty Hunter, Ben is the Harpy, and Abdallah is the Tea Lady. During setup, the Storyteller decides that Abdallah will be the Evil Tea Lady. On the first night, Alex learns Ben. On day 3, Ben is executed. That night, Alex learns Abdallah.

On the first night, the Bounty Hunter learns Julian, who is the evil Baron. When Julian dies, the Poisoner targets the Bounty Hunter. That night, the Bounty Hunter learns Evin, who is the good Magician.

Lachlan is the Drunk who thinks he is the Bounty Hunter. No evil Townsfolk was added at setup, because the Bounty Hunter is not in play. On the first night, Lachlan learns Marianna, who is the good Empath. When Marianna dies, Lachlan learns Doug, who is the good Flowergirl.]

Cult Leader (Townsfolk)

Announced 2020.07.04

#experimental-how-to-run Discord content - NO ENTRY

Revision to v1.1 announced 2024.10.29

Almanac entry added 2025.06.24

https://wiki.bloodontheclocktower.com/Cult_Leader

[PATCH - ability text change effective 2024.10.31:

Cult Leader (Townsfolk):

- **Previous** → Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.
- **Current** → Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.]

[PATCH - new jinx effective 2024.05.15:

Pit Hag / Cult Leader: If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.]

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:

Summary

"Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins."

The Cult Leader wins if everyone joins their cult.

- At the end of each night, the Cult Leader becomes the alignment of a living neighbor.
- Once per day, the Cult Leader may publicly choose to form a cult. If all good players vote to join the cult, the game ends immediately and the Cult Leader's team wins.
- The Cult Leader may form a cult at any point in the day.
- Voting to join a cult does not require a vote token.
- Players may say whatever they want at any time, so a player bluffing as the Cult Leader may pretend to form a cult.

How to Run

Each night, turn the Cult Leader character token right side up (if both alive neighbors are good) or upside down (if both alive neighbors are evil) or either (if one alive neighbor is good and the other alive neighbor is evil). If the Cult Leader's alignment changes, wake the Cult Leader and give a thumbs up or a thumbs down, then put the Cult Leader to sleep. If the Cult Leader's alignment doesn't change, do not wake them.

During the day, the Cult Leader may declare that they wish to use their ability. If so, enter the circle and run a vote in the same way that you would for an Exile. If all good players raise their hand, declare which team has won. If not all good players raise their hand, nothing happens.

Examples

On day 3, the good Cult Leader's living neighbors are the good Town Crier and the evil Goblin. The Cult Leader requests to form a cult, and all good players vote to join the cult. The game ends and the good team wins!

The Cult Leader neighbors the No Dashii. On day 2, the Cult Leader attempts to form a cult. All players vote to join the cult, but a cult is not formed, because the Cult Leader is poisoned.

The Cult Leader's living neighbors are the evil Poisoner and the good Fortune Teller. The Poisoner chooses the Cult Leader, and the Kazali kills the Fortune Teller. The Cult Leader's living neighbors are now the evil Poisoner and the evil Wizard. While the Cult Leader's living neighbors are both evil, the Cult Leader doesn't turn evil, because they cannot change alignment while poisoned.]

Interesting Interactions

Pit Hag (jinx): If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

Lil' Monsta (Demon)

Announced 2020.07.04

#experimental-how-to-run Discord content - NO ENTRY

#experimental-chat advice issued 2021.01.16 (See Supplement)

Ability update implemented by TPI 2024.06.27

Almanac entry added 2024.07.02

https://wiki.bloodontheclocktower.com/Lil%27_Monsta

Ability Description + Context:

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

[PATCH - ability text change effective 2024.06.27:

Lil' Monsta (Demon):

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

Lil' Monsta isn't a player, and is instead babysat by a Minion.

Jinxes

[**Goblin:** [SEE ABOVE - good team wins if the Goblin is executed while holding LM. per the Goblin #experimental-how-to-run.](#)]

Scarlet Woman (jinxed):

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.
- **Current** → If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.]



*Meme Lil' Monsta token credit:
[Instagram: roseanna.is.the.artist](#)

Lil' Monsta Supplement / Some Clarifications

Posted 2021.01.16 and pinned in the Unofficial Discord #experimental-chat

Edd: Hear ye, hear ye, I come bearing news of confirmations of Lil Monsta rulings from on high, Steven has answered the call! (my questions in **bold** and my comments in *italics*)

Pit Hag tries to create a Lil Monsta in a non-LM game - what happens?

A LM is created. Since a new Demon is created, the Storyteller can (and should) kill the previous Demon. Then, all Minions wake to decide which player babysits Lil' Monsta. If the players don't know what is going on and can't decide, the ST decides. Or, the player that the Pit-Hag chose babysits LM. This may not be deducible from a strict reading of the rules, but it seems the most sensible way to handle things.

A minion is not created, because all square bracket text applies only during game setup. eg. creating a Baron doesn't add 2 Outsiders.

If a LM is in play and a new Demon is created, what happens?

The Storyteller can (and should) kill the LM. It is ambiguous as to whether the player should die too because of this, but since "deaths tonight are arbitrary" then it's up the ST either way.

To be 100% clear here - Steven is confirming that "the LM" is entirely divorced from player characters, to the point where it is possible to just kill the LM without killing the player holding the token. I am following up as to whether killing a LM would result in the LM being out of play and therefore able to be re-created with PH or not. Steven didn't state definitively, but Evin and I believe that like any other character that dies, the LM would still be "in play", though we have no idea how that'd be represented in the grimoire just yet.

If the Courtier poisons a Lil' Monsta, what happens?

For three nights, the Minions do not wake to choose who holds Lil' Monsta and nobody dies due to LM. If the player babysitting a drunk LM dies, then good wins.

Note that only the LM themselves is drunk, the player holding the LM is not and can therefore still use their ability.

If an Exorcist picks a player holding the LM, is it just the LM that doesn't kill that night or does the player also register as the Demon and not wake to use their ability for the night?

Evin and me, but Evin will check with Steven: Bearing in mind this is new Exorcist ("does not wake" rather than previous wording of "does not act") and the LM never wakes in order to kill, the LM would still kill that night. However, the LM-holder does not wake for their own ability, as they are registering as "the Demon" and the Exorcist prevents "the Demon" from waking.

Politician (Outsider)

Announced 2020.07.04

#experimental-how-to-run Discord content 2022.10.04

Almanac entry added 2024.07.02

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Politician>

#experimental-how-to-run Discord content

Politician (Outsider) Ability: If you were the player most responsible for your team losing, you change alignment & win, even if dead.

How to Run

When the game ends, consider the influence the Politician had on the specific result of which team won. If the Politician was the major dominant force in making the opposing team win, they change alignment and win with that team. In all other situations, the Politician stays the same

alignment and wins/loses accordingly.

Note that the Politician only changes alignment right at the end of the game, so even if they're playing for evil, they still register as good for any alignment-checking abilities.

If the Politician is drunk/poisoned during the game it doesn't matter, except if the game ends during that time. If so, they cannot change alignment in order to win, regardless of how significant their efforts for the opposing team might have been.

There is frequent debate about what is required to be "most responsible" – simply nominating or voting for someone who isn't the Demon on the final day doesn't cut it, for example! It's obviously a Storyteller discretion point, but I'd urge you to bear a few things in mind:

- Just because a Politician has spent their entire game playing for the evil team, doesn't mean they've actually significantly impacted the result. It's very easy as an ST to be tempted to think "ah, I'll just give it to them, otherwise they wasted a lot of effort", but in the grand scheme this just means that the bar to turn for Politicians gets lower and lower and as a result, good teams are going to suffer disproportionately. It's a *good thing* for Politicians to *frequently* fail to change alignments – the idea of the character is for the player to be judicious about when they choose to flip, because they believe evil has a better chance *and* they can have a major impact, not to just quietly play slightly unhelpfully for the good team for a while.
- Remember that the Politician is not just in competition with the good players to be the one that most "threw" the game for the good team, but also in competition with the Demon and Minions to have even more of an impact than they did on the evil team winning. Given the Demon is literally the one choosing the kills and the Minions know from the start who to vote for etc, this is a pretty high bar for the Politician to meet and should be your touchstone when considering Politician alignment changes!
- The final day obviously has major impact on your judgement of the Politician's efforts, but there is a scale of impact, nonetheless. As mentioned previously, simply nominating the other living player that they think isn't the Demon isn't going to be enough. Refusing to nominate when there's another good player who nominates instead? Probably also not enough. Throwing their hand up at the last second to tie the vote on the Demon, by contrast? That'll do it.
- Finally, as determining culpability for a loss is subjective, Storytellers may have differing views on the requirements. Therefore it is recommended when playing Politician to check in with your Storyteller in order to let them know what you are doing and intend to do, and find out if it might be enough.

NB: Due to the Politician being a potential extra evil player, extreme caution should be taken when adding it to a script with *any* other potential alignment changers – as soon as more than

one player can be turned evil it's very easy to get an evil voting majority and not even the evil players particularly enjoy that. The script with Goon, Mezepheles, Fang Gu, Bounty Hunter and Cult Leader has been made before and it isn't fun for anyone...

Interesting interactions:

Atheist: A Politician who successfully makes the entire good team believe that the Atheist is evil and manages to get them to execute down to final 2 can be the *only* player that wins in an Atheist game.

Cannibal/Philosopher/Pixie: With multiple Politician abilities in play, there can be multiple players playing for the evil team. **However**, only the *most* responsible player can change teams, so they're in direct competition with one another. If any of these die while they have the Politician ability, they maintain the ability even if dead and can change alignments to win at the end of the game.

Heretic: The Politician's changing alignments is decided *after* the Heretic impacts the result of who actually won the game.

Evil Twin: It's very rarely fun to make the Politician the good twin as they can campaign for their own execution, never mentioning that they're a twin, then win the game with evil as a result (it's pretty hard to argue they weren't most responsible in that situation!)

Fearmonger/Leviathan/Mastermind: If the game ends due to the Fearmonger ability targeting the Politician or the Politician being executed second in a Leviathan game or on a Mastermind day, the good team loses. *If* you think that the Politician was nonetheless the main influence in causing this to happen, the Politician can change alignments and win with the evil team, this does not then cause the evil team to lose instead, the game end condition was already evaluated.

Legion: Politician/Legion is not a fun combination – the Politician is incentivised to vote on literally any execution but their own and be the single good vote Legion needs to pass every vote – again it's difficult to claim they weren't most responsible here.

Mezepheles: The Politician can say the Mezepheles word and then betray the evil team to win with good – they're not restricted to only switching from good to evil at the end of the game, it's also legitimate for them to switch the other way.

Pit-Hag: jinxed ~~"A Pit-Hag cannot create an evil Politician."~~

[PATCH - new jinx effective 2024.05.15:

Pit-Hag / Politician:

- **Previous** → The Pit-Hag cannot create an evil Politician.
- **Current** → If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.]

Revolutionary: If a Politician is in a Revolutionary pair, it's the Politician who must be most responsible for the game end in order to potentially flip both players' alignments, not the pair as a duo.

Preacher (Townfolk)

Announced 2020.07.04

#experimental-how-to-run Discord content 2022.09.19

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Preacher>

#experimental-how-to-run Discord content

Preacher (Townfolk) Ability: Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

How to run

Each night, wake the Preacher and have them choose a player. If they choose a Minion, put a "Preached" reminder token next to that Minion. Put the Preacher to sleep. If applicable, wake the Minion the Preacher chose tonight, show them the "this character selected you" card and the Preacher token. Put the Minion back to sleep.

From now on, that Minion has no ability. If they would normally wake at night to make a choice, take an action or learn information due to their ability, they no longer do so. If their ability would otherwise have an effect on the game while they are marked by the Preached token, it does not.

If the Preacher dies, remove all "Preached" tokens from affected Minions. The Minions regain their abilities. Minions with expended once-per-game abilities do not gain another use of that ability. Affected Minions are not told that the Preacher is dead, but may be able to figure it out when they start waking up again etc.

If a Preacher is made drunk or poisoned, Minions who have lost their abilities to the Preacher regain them, but lose them again when the Preacher becomes healthy and sober.

If a Minion who has been chosen by the Preacher later becomes a different type of character (ie not a Minion), they are no longer affected by the Preacher's ability. Remove the relevant "Preached" reminder token. Also, evil players are not affected by the Preacher ability just because they're evil, they need to be explicitly a Minion character in order to be affected.

In a similar vein, a non-Minion who later becomes a Minion is not affected by having been chosen by the Preacher before they became a Minion. If the Preacher chooses them after they become a Minion, the Preacher ability works as normal.

If a preached Minion dies and is resurrected they do not regain their ability, they are still preached provided the Preacher is still alive.

Interesting interactions

Alchemist/Apprentice: An Alchemist or Apprentice with a Minion ability who is chosen by a Preacher is unaffected, as the Preacher only affects Minions.

Barista: A preached Minion cannot regain their ability by being targeted by a Barista sober/healthy/true.

Damsel/Town Crier/Balloonist/Investigator: A Minion with no ability due to the Preacher is still a Minion and can guess the Damsel to trigger the Damsel ability and register to the Town Crier/Balloonist/Investigator abilities.

Engineer: A preached Minion would be told that they have changed Minion character if the Engineer acted, but would continue to be affected by the Preacher, and would not regain their ability. Legion: jinx - Only 1 jinxed character can be in play.

Lil' Monsta: A Minion who is selected by the Preacher while holding the Lil' Monsta token loses their Minion ability, but retains their Lil' Monsta Demon ability.

Magician: A Magician who is selected by the Preacher is not affected. This is because their ability does not make them register as a Minion, it just makes the Demon think they are a Minion.

Mathematician: Minions who would normally wake or use abilities, but who do not do so as a result of being preached, register as having their abilities working abnormally to the Mathematician.

Marionette: A Marionette who is selected by the Preacher will wake and learn that this has happened. They no longer have anything that makes them "think they are a good character", and will no longer be woken at night to use an ability. They will not explicitly be told they are evil or the Marionette, but will probably be able to figure it out.

Mezepheles: If preached on the first night, they do not learn their word. However, if the Preacher ever dies or gets droisoned, the Mezepheles would learn their word at that point. If the Mezepheles was preached on a later night, players who say the word after that point do not turn evil but still use up the Mezepheles ability, ditto if a player said the word in the day preceding the night during which the Mezepheles was preached. Players cannot say "the word" before the Mezepheles themselves has learnt it, it functionally doesn't exist until the Mezepheles has been told it, so prior usages of the relevant word don't count as the one use of the ability for either using it up or turning players evil.

Pit-Hag/Barber/Engineer: Good Minions are affected the same as evil ones if selected by the Preacher – alignment is not relevant. If a preached Minion becomes not a Minion, they are no longer affected, even if they later become a Minion again. If a preached Minion is changed to a

different Minion, however, they are still preached. Changed Minions still learn about their character change per standard game rules.

Professor/Al-Hadikhia/Shabaloth: If a Preacher is killed and resurrected, their preaching is reset, Minions they selected before death would have regained their abilities and would keep them even after the Preacher is resurrected unless picked again.

Recluse: The Recluse can register as a Minion to the Preacher and learn that the Preacher selected them. You probably shouldn't usually do this - note that if you do, the Recluse still keeps their ability - if the Recluse loses their ability they cease to register as a Minion, which means the reminder token should be removed and therefore they are no longer preached so their ability is returned.

Riot: ~~jinx - "Riot registers as a Minion to the Preacher". If all living Riot are selected by the Preacher, the Riot ability is no longer active, and nominations & voting will go back to working as they normally would. While even 1 living Riot remains unpreached, the Riot ability will remain in-play.~~

[PATCH - jinx removed effective 2024.12.06 - jinx removed with implementation of Riot v2]

Spy: The Spy can register as a non-Minion when selected by the Preacher and avoid being affected by the ability.

Vigormortis: The Preacher may select dead Minions who are under the ability-retaining effects of the Vigormortis. In this situation, the Preacher ability wins out, and the Minions lose their abilities as normal. If the Preacher then dies, Minions who were affected will then regain their abilities.

Widow: If picked by the Preacher on night 1, they do not get to look in the grimoire. As the Widow specifically only gets to look in the grimoire on their first night, being preached on night 1 prevents them from ever looking in the grimoire or poisoning a player, even if the Preacher dies or is made drunk/poisoned later in the game. In addition, if a Widow is preached Night 1, a good player will not learn that a Widow is in-play - the same as if the Widow chose to poison themselves. If the Preacher dies, if the Widow is still alive at that point, a good player would learn a Widow is in play, but the Widow would not see the grimoire or poison anyone.

**[PATCH - guidance issued in The Carousel Almanac 2025.06.24:
Summary**

"Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability."

The Preacher removes Minion abilities.

- If the Preacher chooses a Minion, that Minion is woken to learn that they have been preached, and can no longer act while the Preacher is alive, sober, and healthy.
- If the Preacher chooses a player who is not a Minion, nothing happens.
- The Preacher may choose dead players.
- If the Preacher is drunk or poisoned at the time they choose a player, that player is not affected by the Preacher's ability.
- If the Preacher becomes drunk or poisoned, preached Minions regain their abilities until the Preacher is sober and healthy.

How to Run

Each night, wake the Preacher. They point to a player. Put the Preacher to sleep. If the Preacher chooses a Minion, mark that Minion with a NO ABILITY reminder, wake the Minion and show them the THIS CHARACTER SELECTED YOU info token then the Preacher token, then put them to sleep.

All Minions marked NO ABILITY have no ability while the Preacher is alive.

Examples

The Preacher points to Alex, who is the Engineer. Nothing happens.

The Preacher points to Lachlan, who is the Cerenovus. Lachlan wakes to learn that he has been preached, and is not woken to use his ability.

Doug is the Preacher. He points to Marianna, who is the Pit-Hag. Marianna wakes to learn that she has been preached, and is not woken to use her ability. The following night, the Poisoner points to Doug. Because Doug is now poisoned, Marianna wakes to use her ability.]

REMOVED / ~~Deus Ex Fiasco (Fabled)~~

Announced 2020.08.28

CHARACTER REMOVED BY TPI

Reintroduced 2025.06.18

~~During set-up, announce that you will make at least one mistake when running the game. Place the Deus ex Fiasco token on the Town Square and explain its ability. Show players where they can refer to the ability on the Fabled reference card during the game.~~

~~At some point during the game, if you realise you have made a mistake in the rules or ability effects, place the "Whoops" marker token in the Grimoire. During the day, announce that you make a mistake; you may state in general terms what the mistake relates to, or not.~~

~~You might make additional mistakes during the game; these may go unannounced or you may announce them also.~~

If you are confident toward the end of the game that you have made no mistake and will not make any more, choose an opportunity to get a rule or ability effect deliberately “wrong”. Place the marker token, and announce the “mistake” as usual.

After the game, during the curtain call, describe what mistakes you made and how they affected the game.

Deux Ex Fiasco was reintroduced 2025.06.19

Storm Catcher (Loric)

Announced 2020.08.28

#experimental-how-to-run Discord content - NO ENTRY

Almanac entry added 2022.02.28

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Storm_Catcher

[PATCH - character type change effective 2025.10.31: Storm Catcher recategorized to “Loric” character type.]

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:
Summary

Storm Catcher (Fabled): "Name a good character. If in play, they can only die by execution, but evil players learn which player it is."

Use the Storm Catcher to focus the game on a particular good character.

If you want to construct a script based around the actions or information of one particular good character, if you want to have this character in every game (or at least have an evil player bluffing as this character), you can use the Storm Catcher. Your chosen character will play a big part in the game, will be the focus of a lot of group discussion, and will probably live until the final day.

The Storyteller declares that one character can't die, unless by execution. This character may be in play, or not in play. If it is in play, this good player lives as long as the good players want them to, since evil players cannot kill them. If it is not in play, all evil players learn this, so any evil player can easily bluff as this character. (They don't have to, but they can.)

How to Run

At the start of the game, declare that the Storm Catcher is in play. Add the Storm Catcher token to the Grimoire. Declare which good character is favoured by the Storm Catcher. If the favoured character is in play, mark them with the Storm Catcher's SAFE reminder.

During the first night, wake each evil player in turn. If a good character is marked with the Storm Catcher's SAFE reminder, show the evil player the THIS PLAYER IS info token, the good character token, point to the good player, then put the evil player to sleep. If no one is marked with the Storm Catcher's SAFE reminder, show the evil player the THESE CHARACTERS ARE NOT IN PLAY info token and the good character token, then put the evil player to sleep.

If the character marked with the Storm Catcher's SAFE reminder is executed, they die. If they would die by other means, they remain alive.

Examples

The Storyteller has built a script based on the General, so says that “the Storm Catcher favours the General”. The General is in play. At night, the Imp and the Godfather both attack the General, who does not die. After 5 days of information and discussion, the town decides to execute the General. They die.

The Storyteller wants a game based around the Empath’s information, so declares that “The Storm Catcher favours the Empath”. There is no Empath in play. Because the evil players learn this, the Poisoner chooses to bluff as the Empath.

Explanation

The Storm Catcher is a Fabled that works especially well with custom scripts, allowing you to play a game "based" around a particular character without that character's presence becoming easy to metagame. This good character is protected from death at night by the Storyteller's favour, giving them some survivability. To counter this powerful boon, the evil team will always be aware of who the player is so that they can work to undermine and execute them as soon as possible.

Naming a character with Storm Catcher does not mean you have to put that character in - this will open it up as a free bluff for the evil team instead, since they will know nobody in play has that power.

Use the Storm Catcher to make a character feel special - if you've built your entire game around interesting interactions with the Slayer for example, it can be a bummer to lose your Slayer day 2 to a lucky Demon hit. By giving a character your protection, you not only open up the number of strategies available to that player (good OR evil), but also ensure that the group will give that character special consideration in their deliberations.

Note that Storm Catcher only works for good characters - unfortunately, evil characters will have to carry themselves on charm alone.]

Lycanthrope (Townfolk)

Announced 2021.01.07

#experimental-how-to-run Discord content 2021.02.04

Almanac entry added 2022.02.28

Revision to v2 announced 2024.20.15

Revision to v2 implemented by TPI 2024.11.02

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Lycanthrope>

How to Run Lycanthrope v1

2021.01.07

#experimental-how-to-run Discord content

Lycanthrope (Townsfolk) Ability: ~~Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.~~

[PATCH - ability text change effective 2024.11.01:

Lycanthrope (Townsfolk):

- **Previous** → Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.
- **Current** → Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.]

How to run: Each night other than the first, wake the Lycanthrope, they choose a player. If that player is good, they die. ~~If they die, no other players can die tonight.~~ If they try to choose a dead player, shake your head and have them choose someone alive. ~~Evil abilities that don't kill still function normally.~~

Oddities/interactions:

- ~~An Assassin can kill even if a Lycan's no other deaths ability is in effect~~

If a Lycan is ever drunk/poisoned, none of their ability can take effect.

If a Lycan hits a protected player who cannot die, the rest of their [protection] ability is not in effect ~~and other players can die.~~

Lycan hits a Mayor and the ST bounces the kill - if the new target dies this still prevents ~~anyone else~~ [the demon] from ~~dying~~ [killing] tonight as the Mayor bounce is treated as though the killing player's choice was redirected to the new target.

If a Lycan kills themselves, the second part of their ability is not in effect as they are dead, so there is no ability to prevent other deaths

How to Run Lycanthrope v2 [+v3 proposal]

2024.10.25

The Lycanthrope is getting a long-awaited update. It now reads:

"Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil."

The original Lycanthrope was four lines of text long.

The previously released Lycanthrope was just too strong, and had janky timing interactions that were inadequately handled at the time. The new, leaner, shinier Lycanthrope doesn't cancel non-Demon kills, which gives the evil team more chances to take it out, and gives the good team fewer clues that a Lycanthrope is in play. The net effect should be a slight nerf to the Lycanthrope's power and easier script building. It also gives a "red herring" similar to the Fortune Teller, in that the same player registers as evil the whole game, but here the evil registering character affects all players. This should give the evil team some plausible deniability when the Lycanthrope claims to have picked them and they didn't die, cause more good players to be executed, and make scriptbuilding more interesting for characters like Oracle and Bounty Hunter.

My hunch is that this change isn't enough, that the Lycanthrope is still too strong. If the win rate is still unreasonable across all scripts (not just those tailored to accommodate the Lycanthropes weight) then I will change the Lycanthrope further to: **"Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One or more good players register as evil."**

The issue with this extra change is that more than one good player registering as evil will likely make the Lycanthrope much too weak in 7 player games, while being perfectly fine for 15 player games. The Storyteller can adjust to suit, but a new Storyteller could easily not know this, or skip reading the almanac update, and not know what went wrong.

Let's see what happens...

Pixie (Townfolk)

Announced 2021.01.21

#experimental-how-to-run Discord content 2021.02.04

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Pixie>

#experimental-how-to-run Discord content

The Pixie (Townfolk) Ability: You start knowing 1 in-play Townfolk. If you were mad that you were this character, you gain their ability when they die.

How to run: On the first night, pick a townfolk that's in play, mark them with the "Mad" token and show the Pixie that character. If the Pixie is consistently mad that they are this character, when the player marked with the mad token dies, the Pixie immediately gains that ability, mark them with the "Has ability" token. You **do not** tell the Pixie that their target character has died, nor do you tell them when they gain their ability. However, this will quickly become obvious to them if they gain an ability that allows them to wake at night.

OK, we all know you didn't really need me to run through those bits, you're here because you

have interaction questions! So, here we go:

The Townsfolk with the character the Pixie is shown changes character before dying: the Pixie always gets the ability they were shown on night 1, so even though that player has changed character, the Pixie still gets their shown token ability.

If Pixie is droisoned night 1: the storyteller can show the Pixie any Townsfolk token, whether in play or not. The storyteller then places the "Mad" token next to any player they like. When that player dies, the Pixie gains the Townsfolk ability they were shown regardless of the actual ability that player had.

If Pixie is droisoned on the day/night their "Mad"-marked player dies: they do not gain an ability, but you are perfectly permitted to wake them and make them think they have this ability for as long as they are droisoned. Once they sober up, however, you must stop misleading them as they are no longer droisoned and as they were unfortunately droisoned at the point they would have got an ability, they do not have an ability (just like any once-per-game that procs while droisoned, it's lost)

And finally, your Jack special: If a Pixie is Barista'd Night 1 - wake the Pixie and show them two in-play Townsfolk and mark those respective townfolk. The Pixie cannot, due to the nature of madness, be successfully mad about being two different characters at the same time, but they can effectively pick which of the two characters to be mad about and if acceptably mad about being the relevant character (let's call them Town 1) at the point that player dies, they would gain the ability.

Continuing this chain - if that Pixie then flipped to claiming to be the other character (town 2) and had a suitably convincing reason why they might have been "bluffing" about being Town 1 previously and I deemed it sufficient levels of madness, I would be willing to potentially grant them the Town 2 ability too, since they have satisfied their Pixie ability requirements to gain the ability. Having said all that, for the sake of sanity... Maybe don't Barista the Pixie?

Madness as Explained by Steven Supplement

2021.02.10

Madness as Explained by Stephen: [Google Document posted by B.D.](#)

2024.08.06

TPI link: <https://botclinks.page/MadnessGuide>

Google Drive mirror: [BotC EXPERIMENTAL - Madness Supplement](#)

Legion (Demon)

Announced 2021.02.04

#experimental-how-to-run Discord content 2021.02.04

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Legion>

#experimental-how-to-run Discord content

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

How to run

During setup, ignore the normal character distribution going into the bag. Instead, make at least 50% of the players Legion – the recommendation is for the number of good and evil players to be reversed from the normal character distribution (so 10 players should be around 7 Legion, 3 good). Bear in mind there must be an absolute minimum of 2 good players. Choose any combination of Townsfolk and Outsiders for the good players (also recommended to have only one Outsider at most, preferably none).

During the Demon info step, wake all Legion at once, allow them all to make eye contact, then show them all the same three out of play characters. (see “Minion/Demon info” below for more advanced options)

Each Legion registers as a Minion as well as a Demon, so can be shown to an Investigator/Undertaker etc as any specific Minion token instead of Legion (and this is recommended, given the ST typically wants to be helping Legion deceive town as to whether Legion is in play).

Each night going forward, you may choose a player to die, but do not have to. This player should almost always be Legion. You should generally kill every night unless you have a strong reason not to, as this is what Demons ordinarily do. Technically you can kill up to N players, where N is the number of active Legion abilities that night, but realistically you will generally be killing 1 player per night unless there are multi-kill Demons or other sources of death on the script that you want to help Legion out by mimicking.

During nominations, if only Legion vote, the vote tally for that nomination was zero. If at least one good player (dead or alive) votes, all votes count. Bear in mind that in terms of hands up, the successful nomination might have fewer hands up than others (one good player votes with four Legion to achieve the minimum of 5, on a separate vote 7 Legion voted, but this counted as zero, so the player with 5 votes is executed). Make use of the Legion “about to die” reminder token to keep track.

Generally, if there is ever only one good player left alive, Legion wins as good cannot. If you have an alignment switcher and thus one good, one Legion and one evil non-Demon in the final 3, the game continues as good can win by executing the remaining Legion.

Legion Supplement

2021.02.04

For more Legion help, see the full guide here:

https://docs.google.com/document/d/1Vk9yErZ9PnM9EMu_vrQ_yXDRIKN4BA1gmqZAslzTQ2g/edit?usp=sharing

2024.08.06

TPI link: <https://botclinks.page/LegionGuide>

Google Drive mirror: [BotC EXPERIMENTAL - Legion Supplement](#)

(Downstream jinx revisions effective 2025.10.09 not captured in document. Mirror has revisions)

Snitch (Outsider)

Announced 2021.02.18

#experimental-how-to-run Discord content 2021.02.20

Almanac entry added 2022.02.28

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Snitch>

#experimental-how-to-run Discord content

Snitch (Outsider) ~~Ability: Minions start knowing 3 not-in-play characters.~~

[PATCH - ability text change effective 2024.11.08:

Snitch (Outsider):

- **Previous** → Minions start knowing 3 not-in-play characters.
- **Current** → Each Minion gets 3 bluffs.]

After the Minion info step, wake each Minion individually in turn and show them 3 character tokens that are not in play. These can be the same or different to the characters shown to each other Minion or to the Demon. If at any point a Snitch comes into play, at the first available opportunity that night, wake each Minion (including dead Minions) and show them 3 character tokens that are not in play.

Poison/drunken is largely irrelevant as currently the only way a Snitch can be drunk/poisoned when their ability functions on night 1 is if a Philosopher becomes a Philosnitch, in which case functionally the same effect happens - the PhiloSnitch still gives the same information to the Minions despite drinking the original Snitch. Be careful if a Snitch is created mid-game and may be drunk/poisoned at that point, though, as they would not give the Minions bluffs. Please note you cannot lie to the Minions if the Snitch is drunk/poisoned, the ability would be completely prevented from showing the Minions anything at all.

If a Pit Hag creates a new Minion, that Minion should also be shown bluffs when they are created.

Because I know I'm going to get this question: Yes, you could show a Recluse three bluffs. But all you're doing is confirming to the Recluse that the person who later claims Snitch is telling the truth, it's not hugely interesting otherwise, so maybe don't bother?

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Mezepheles (Minion)

Announced 2021.03.04

#experimental-how-to-run Discord content 2021.03.04

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Mezepheles>

#experimental-how-to-run Discord content

Mezepheles (Minion) (the character formerly known as Mephit) Ability: You start knowing a secret word. The 1st good player to say this word becomes evil that night.

How to run On the first night, wake the Mezepheles, tell them a specific secret word. (Online you can DM them the word or tell them verbally if you're using a Cottage system like the stream. In person, you will want to have written the word down on a piece of paper, phone or other device before starting the first night so you can show the Mezepheles the word silently during the night.)

If you as storyteller hear a good player (dead or alive) say the word, mark them with the "Turns evil" and mark the Mezepheles with the "no ability" reminder. That night at the Mezepheles' turn in the night order, wake the relevant player and tell them they are evil/show them "You are" and thumbs down.

Note that you, the storyteller, need to specifically hear the player say the word before turning them evil. The Mezepheles does not find out if their ability has functioned or not.

If an evil player says the word first, this doesn't matter, it's only good players that trigger the Mezepheles ability, so it's not lost if evil players say the word before a good player does. If the Mezepheles is sober/healthy at night, the good player turns evil even if the Mezepheles was drunk or poisoned when the good player spoke the word.

If the Mezepheles is drunk, poisoned, preached or dead at night when they would turn a player evil, the player stays good, the Mezepheles has "used their ability" and may not turn a player evil later on.

You should generally ensure that the word is very unusual and unlikely to ever be accidentally said. The fun of the Mezepheles falls in the Mezepheles taking risks to try to secretly convince players to turn evil, not in someone accidentally saying the word and being surprised when they end up on a different team.

Interesting interactions

Evil character: the player turned evil is still whatever character and character type they were previously, so can still be shown to the Balloonist as that type, the Librarian/Washerwoman as that token, the Juggler can get a number from them, the Gambler can gamble them as their character and not die, the Undertaker still sees their character token etc.

Cannibal: If the player turned evil is executed, the Cannibal would be poisoned as the turned-evil player is evil, notwithstanding the fact they have a Townsfolk/Outsider ability.

Dreamer: The Dreamer must always be shown Townsfolk /Outsider for one character and Minion/Demon for the other, regardless of the relative alignments of the actual player concerned. So a Mezepheles-turned Townsfolk would still be shown to the Dreamer as that Townsfolk token or a Minion/Demon token even though they are now evil. Fortune Teller: If the good player turned evil by the Mezepheles was the Red Herring before they turned, the Red Herring token has to be moved to a good player instead.

Grandmother: If a Grandmother is created after the Mezepheles has turned a player evil, they cannot be shown the Mezepheles-turned player. If the Mezepheles-turned player has a Grandmother when they turn, their Grandmother stays as their Grandmother as the Grandmother is only start knowing, it's not evaluated again from then on.

Mayor: If a Mayor is turned evil by the Mezepheles and no-one is executed with three players alive, evil wins! Pixie: A Pixie created mid-game could legitimately be shown a Mezepheles-turned Townsfolk character's token – they just require the token to be Townsfolk and in play, there's no restriction to them being good.

Virgin: Evil Townsfolk can nominate the Virgin and be executed! Similarly you could have a Mezepheles-turned Virgin! So much for confirmed good...

Goon: If a Goon says the Mezepheles word during the day, they turn evil that night independently to their own ability – the Mezepheles is not drunk because the Mezepheles is not actively choosing the Goon player with their ability, it's the Goon that has actively triggered the Mezepheles ability. So a Goon can be turned evil by the Mezepheles and then be picked by a good player in the same night, thereby flipping alignment twice in the same night.

Recluse/Spy: If a Recluse says the Mezepheles word the storyteller can choose to register them as evil in that moment and therefore they wouldn't trigger the Mezepheles ability, it'd be the *next* good player that says the word that turns evil that night. Similarly, if a storyteller was feeling

mean, they could make the Spy saying the word register as good and trigger the Mezepheles ability, using it up.

Evil Twin: If the Mezepheles-turned player was previously the player known to the Evil Twin, the Evil Twin should be immediately woken with a new good player per the Evil Twin ability as the now-evil player is no longer a valid twin.

Widow: If the player turned evil was the good player that knows a Widow is in play, a new player must be told that the Widow is in play if the Widow is still alive/sober/healthy at that point.

Lil' Monsta: A Mezepheles holding Lil' Monsta could not turn a Monk-protected player or a Soldier evil.

No Dashii: If the Mezepheles-turned player is the nearest Townsfolk neighbour to the No Dashii, they continue to be poisoned even though they are now evil.

Vigormortis: The player turned evil is not a Minion, so cannot keep their ability and poison a Townsfolk neighbour if the Vigormortis kills them. However, if a neighbouring Minion is killed by the Vigormortis, a turned-evil Townsfolk could be poisoned by the Vigormortis.

Vortex: If the Mezepheles-turned player is a Townsfolk, they continue to get false information from the Vortex ability.

Storm Catcher: If the player with the stormcaught character turns evil, they are still only able to die by execution.

Spirit of Ivory: Would obviously prevent a good player saying the word from turning evil if there was already an extra evil player. Under a strict reading of the Sol rules, the Mezepheles ability would be lost if this happened.

Travellers: If a good traveller is the first to say the Mezepheles word, they turn evil, but are not shown who the Demon is as they would have been if they *started* evil.

[Barista information appended 2021.04.07]

Barista: First night. The Mephit is told two words and the 1st good player to say each of them turns. Another night: The Mephit has one word they learnt on the first night. If they have already got someone to say their word, they can get someone else to say it, following the standard rules for Barista-doubling OPGs meaning they get to use their OPG again. If they have *not* already got someone to say it, they can get two people turned that day. I know this ruling doesn't necessarily perfectly match with the phrasing of the Mephit saying "the 1st good player" (by definition two people can't both be 1st) but the RAI interaction here is clearly that they'd get to turn two people so I'm honouring that.

Poppy Grower (Townsfolk)

Announced 2021.03.18

#experimental-how-to-run Discord content 2021.03.18

Almanac entry added 2022.02.28

Optional Rule announced 2025.08.18

Optional rule not included in The Carousel Almanac as of 2025.08.18

Optional rule not implemented by TPI as of 2025.08.18

Optional rule not added to the wiki as of 2025.08.18

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Poppy_Grower

#experimental-how-to-run Discord content

Poppy Grower (Townsfolk) Ability: Minions & Demons do not know each other. If you die, they learn who each other are that night.

How to run

On the first night, do not wake the Minions during the Minion Info step. During the Demon Info step, show the Demon three not-in-play characters as normal, but do not show them who their Minions are.

Later, if the Poppy Grower dies, place the “Evil wakes” reminder token, then at the first opportunity at night, wake the Demon and show them who their Minions are, then wake the Minions, show them who each other are and who the Demon is. This step is done regardless of whether the relevant players are alive or dead – they are still Minions or Demons respectively and therefore should be woken to learn each other. Note that all players whose current characters are Minions or Demons are woken to get information at this point, regardless of their original characters and their original or current alignments.

If the Poppy Grower is drunk/poisoned on night 1 before the Minion/Demon info steps, the evil team learn who each other are as normal. If they are drunk/poisoned while still alive later in the game, nothing happens – evil do not learn each other.

If the Poppy Grower is drunk/poisoned at the time they die – nothing happens, evil do not learn each other even when the Poppy Grower becomes sober/healthy.

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:

If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night.]

If a Minion or Demon is drunk/poisoned when the Poppy Grower dies, they are still told the other Minions/Demon, they still have the character type of Minion/Demon even though they have no ability. If an Evil Traveller enters the game, even on the first night, they learn who the Demon is as normal.

Interesting interactions

Apprentice: As mentioned above, if Evil, still learns who the Demon is, even though they gain a Minion ability. An Apprentice Poppy Grower would cause the evil team to learn each other when they were either demon-killed or exiled as exile also results in death. Barber/Pit Hag/Snake Charmer, all character changers: The players who have Minion or Demon characters when the Poppy Grower learn each other when the Poppy Grower dies, regardless of alignment, starting character or alive/dead status.

Barista: Dammit Jack. Technically a Poppy Grower who was Barista doubled the night they died would cause the evil team to be told each other twice. More realistically (and probably more entertainingly), you could Barista the Poppy Grower to be sober/healthy that night to make them think that they would otherwise have been drunk/poisoned and that you're helping the evil team out.

Bone Collector: Has no effect if they pick Poppy Grower. Even if the PG is executed and the Bone Collector picks them that night, the evil team would have been told each other's identities the instant night fell, before the Bone Collector uses their ability. Bounty Hunter/Cult Leader/Goon/alignment switchers: The Evil townsfolk/evil CL/evil Goon is not a Minion so is not told who the evil team is when the Poppy Grower dies.

Cannibal/Pixie: If the Poppy Grower is executed and consumed by the Cannibal or seen by the sufficiently-mad Pixie, the Poppy Grower ability is in play the instant the Poppy Grower dies and prevents the evil team learning who each other are. ~~If a Cannibal then consumes a new ability without dying, the evil team can never learn who each other are as the Poppy Grower ability requires them to actively die to give the evil team information.~~

[PATCH - new jinx effective 2024.11.08:

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

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:

If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night. The Poppy Grower + Cannibal jinx is being removed, since it is no longer needed.]

Chambermaid: Minions/Demons woken when the Poppy Grower dies are waking due to the Poppy Grower ability and not their own, so do not register to the Chambermaid.

Evil Twin: The Evil Twin and their opposing player still know each other, this is unaffected by the Poppy Grower. Legion: Legion players would not learn who the other Legion players were, but would need to be woken individually to give them their three out-of-play characters.

Lil' Monsta: Has a jinx - "If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token."

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.
- **Current** → If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.]

Lunatic: You can choose to pretend to the Lunatic that there is a Poppy Grower in play even if there isn't (if it is on the script), thereby not telling them who their "Minions" are on the first night.

Mathematician: Does not register for the Demon/Minions not learning each other as they do not gain this info through their abilities, but through their character types. It would, however, register a Poppy Grower that was poisoned/drunk when they died and therefore did not allow the Demon/Minions to learn each other.

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:
If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night.]

Philosopher: If the Philosopher chooses Poppy Grower, when the Philosopher dies, the Poppy Grower ability that is healthy as of the moment the Philosopher dies prevents the Philoppygrower ability from causing the Demon/Minions to learn who each other are. This would, however, create a Mathematician ping because the Philoppygrower ability did not function correctly due to the Poppy Grower ability – these are different characters hence the ping.

Pit Hag: A Poppy Grower turned into another character would not cause the Minions/Demon to learn each other. . (edited)

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:
If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night.]

Preacher: Preached Minions still learn info when the Poppy Grower dies – they get this info by dint of *being* a Minion, not through their Minion ability.

Professor/Shabaloth: If a Poppy Grower is resurrected and then dies again, the Minions/Demon are again told who each other are.

Pukka: If a Pukka kills a Poppy Grower they would never learn their Minions or vice versa because the Poppy Grower would be poisoned when they died to Pukka.

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:
If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night.]

Recluse: Technically you can wake the Recluse along with the Minions/Demon when you give them their info... Please don't.

Snitch: Minions are woken individually and shown three not-in-play characters even if the Poppy Grower is in play.

Spy: Currently jinxed: ~~"If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.
- **Current** → If the Poppy Grower has their ability, the Spy does not see the Grimoire.]

Vortex: If a Vortex is in play when the Poppy Grower dies, the Demon and Minions must be told incorrect players for their respective Minions and Demons as the information is coming from the Poppy Grower – a Townsfolk ability.

Widow: Currently jinxed: ~~"If the Poppy Grower is in play, the Widow does not see the Grimoire until the Poppy Grower dies."~~ I believe that a good player would still get the Widow ping at the start of the game, otherwise it confirms to the good team who the Poppy Grower was (or within a couple of options) when the PG dies.

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Poppy Grower is in play, the Widow does not see the Grimoire until the Poppy Grower dies.
- **Current** → If the Poppy Grower has their ability, the Widow does not see the Grimoire.]

Poppy Grower Optional Rule

On 2025.18.18, Steven Medway announced an optional rule for the Poppy Grower:

"If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night."

The Poppy Grower + Cannibal jinx is being removed, since it is no longer needed."

Heretic (Outsider)

Announced 2021.04.01

#experimental-how-to-run Discord content 2021.04.01

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Heretic>

#experimental-how-to-run Discord content

Heretic (Outsider) Ability: Whoever wins, loses & whoever loses, wins, even if you are dead

How to run

If the game ends due to good winning, evil wins. If the game ends due to evil winning, good wins. This applies to all win conditions, including the Demon dying, 2 players alive or specific ability win conditions.

The Heretic ability functions even when the Heretic is dead, but not when the Heretic is drunk or poisoned.

Baron (jinxed):

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Baron might only add 1 Outsider, not 2.
- **Current** → Only 1 jinxed character can be in play.]

Cannibal: if the Heretic is the most recently killed executee and the Cannibal has their ability at the point the game ends, there are *two* Heretic abilities in play that reverse the win and reverse it again, so the original winners win.

Courtier/Innkeeper/Minstrel/Sailor/Sweetheart/Poisoner/Widow/Pukka: if the Heretic is poisoned/drunk when the game ends, normal win conditions are restored.

Cult Leader: Cannot win the game themselves in a Heretic game (if they successfully form a cult, their team wins, therefore the other team wins), so needs to work out if a Heretic is in play before pushing too hard for a cult.

General: Info should take Heretic into account. So if good are pretty close to identifying and executing the Demon, but there's a Heretic in play, so executing the Demon would cause evil to win, show that evil are winning.

Philosopher: If the Philosopher chooses Heretic, then dies, they keep the ability as it's an "even when dead" ability. However, an original Heretic would also become sober when the Philosopher died, meaning there are two functioning Heretics in play and normal win conditions are restored.

Politician: See who wins. Apply the Heretic inversion to the result. Then, if the Politician was most responsible for what is *now* an evil win, change the Politician to evil so they win with the evil team.

Evil Twin: The Heretic ability does not come into effect until after the game has been ended by a win condition. So the Evil Twin ability will prevent a good win from ending the game, but if an evil win ends the game, the Heretic does indeed make it so good wins instead. So the evil team are incentivised to kill a Twin so that they can cause a good win and therefore have evil win in a Heretic game.

Godfather/Spy/Widow: "Only 1 jinxed character can be in play."

[PATCH - announced & abandoned Steven Medway jinxes 2024.06.11:

Spy / Heretic: The Heretic registers as a not-in-play Outsider to the Spy. The Heretic knows which Outsider.

Widow / Heretic: The Heretic registers as a not-in-play Outsider to the Widow. The Heretic knows which Outsider.

Godfather / Heretic: The Heretic registers as a not-in-play Outsider to the Godfather. The Heretic knows which Outsider.]

Pit Hag: Jinx with Heretic — “A Pit-Hag cannot create a Heretic.”

[PATCH - jinx update effective 2025.10.09:

- **Previous** → A Pit-Hag can not create a Heretic.
- **Current** → Only 1 jinxed character can be in play.]

Barista (dammit Jack): If the Heretic is granted the Barista ability to act twice, they offset their own ability and normal win conditions are restored... (edited)

Marionette (Minion)

Announced 2021.04.15

#experimental-how-to-run Discord content 2021.04.15

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Marionette>

#experimental-how-to-run Discord content

Marionette (Minion) Ability: You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

[PATCH - Almanac entry added 2022.02.08:

The Marionette doesn't know that they are a Minion.

- The Marionette draws either a Townsfolk or an Outsider token from the bag, but is secretly the Marionette.
- The Marionette neighbors the Demon. There are no players sitting in between the Marionette and the Demon.
- The Demon knows which player is the Marionette.
- On the first night, the Marionette does not wake to learn the other evil players, and the other Minions do not learn the Marionette.
- The good ability that the Marionette thinks they have doesn't work, but the Storyteller pretends it does. It is just as if this player is the Drunk.
- The Marionette registers as evil, and as a Minion.

Examples

Marianna is the Marionette, but thinks she is the Undertaker. She wakes each night to learn who died that day, but her information is often wrong. Halfway through the game, the Demon tells her that she is the Marionette.

Lachlan is the Demon. He tells Sarah that she is the Marionette. Lachlan is lying. There is no Marionette.

Abdallah is the Demon. Abdallah tells Ben that he is the Marionette. Ben thinks he is the Fortune Teller, but he isn't. Ben doesn't believe Abdallah, and executes him. Good wins.

How to run

During setup, before putting tokens in the bag, remove the Marionette token and add any Townsfolk token.

If there are three Minions in play, remove another Minion token and add another Townsfolk token. During the first night, swap a good player's character token with a not-in-play Minion character token. Wake this player, show them the "You Are" info token then their Minion character token, then the "You Are" info token then a thumbs down, then put them to sleep. This player is now an evil Minion. *(This ensures that only one Minion token is in the bag, so at least one good player will neighbor the Demon.)*

During the first night, mark a good player neighboring the Demon with the "Is The Marionette" reminder. Wake the Demon. Point to the player marked "Is The Marionette" and show the Marionette character token. Put the Demon to sleep.

Treat the Marionette as if they were drunk. They wake when their good character would wake, may get false information, do not wake during the Minion Info step etc.]

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Setup There are two options for how to set up a Marionette game:

Option 1 When putting tokens in the bag, if there are two or fewer Minions in the game, add one extra Townsfolk token and remove the Marionette token. If there are three Minions in the game, put two extra Townsfolk in and remove the Marionette and a second Minion token (this guarantees the random draw will produce at least one good player neighbouring the Demon). When tokens are returned, put the "Is the Marionette" reminder next to one of the Demon's neighbours – the Marionette must be explicitly a direct neighbour to the Demon, there can be no players in between. The Marionette can think they are either a Townsfolk or Outsider. If there are three Minions in the game, you will now need to select a good player and, on the first night, wake them and tell them they are in fact an evil Minion, showing them which Minion they are

instead. It is generally recommended to make that now-Minion's previous character one of the Demon bluffs to avoid the evil team getting a free extra bluff from this process. Note that this means the Marionette can affect the Townsfolk/Outsider ratio depending on whether the Marionette thinks they are a Townsfolk or an Outsider.

Option 2 Take the Demon and Marionette tokens out of the bag and put two extra Townsfolk in. After the tokens have been returned, choose a neighbouring pair of good players to become the Demon and Marionette. Swap the former's token for the relevant Demon token and mark the latter with the "Is the Marionette" reminder. Wake the Demon and tell them they are the evil Demon, who the Marionette is and make the token the now-Demon drew one of the 3 not-in-play bluffs. This method allows you to both maintain the Town/Outsider ratio if you choose to and avoid other setup-affecting characters more easily, but removes some of the randomisation of who gets to be evil from the game and introduces your own (Storyteller) potential biases about who to make evil. It can also make the players feel more manipulated than if it's just random chance that they pulled a red token.

How to run On the first night, wake the Demon. Point to the Marionette player and show the Marionette token. The Marionette does not wake during Minion Info – they think they have a good ability, they don't think they're a Minion. The fellow Minions also do not learn who the Marionette is. If the Marionette is made drunk or poisoned during the game, this has no effect, they should still be deceived to think they're the character they pulled from the bag. Similarly when they die, they should not learn anything new, they should be treated exactly as their perceived character would when dead.

Interesting interactions Fair warning to you all, writing up this guide made me spot a fair number of oddities with the Marionette, so Steven has been updating jinxes/confirming rulings on the fly, so this one might change a few times over the coming week as he finalises some of those updates.

Balloonist: jinx: ~~"If the Marionette thinks that they are the Balloonist, +1 Outsider was added."~~

[PATCH – jinx update effective 2024.08.29:

Marionette / Balloonist: ~~If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
- **Current** → If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.]

Bounty Hunter: needs to be decided to be the Marionette before you tell another player they're evil thanks to the Bounty Hunter ability.

Cannibal: If the Marionette is eaten by the Cannibal, the Cannibal is poisoned, so should generally be deceived that they have the ability the Marionette thought they had.

Chambermaid: If the ability the Marionette thinks they have causes them to wake, that's the Marionette ability making them wake, so Chambermaid gets a 1.

Courtier: Picking the Marionette at any point does nothing. On night 1 the Marionette ability of thinking they're good and neighbouring the Demon has already happened. On other nights you would still deceive a drunk Marionette that their ability is working, i.e. you'd still make them think they're a good character.

Dreamer/Ravenkeeper/Undertaker/Harlot: See Marionette as this is the player's true character.
Mathematician: The Marionette's supposed good ability works abnormally due to their own ability, so does not register to the Mathematician.

Poppy Grower: ~~Jinxed: "When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing."~~

[PATCH - jinx deleted effective 2025.10.09]

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Preacher: cannot stop the Marionette placement or prevent the Demon from knowing about the Marionette – the Marionette ability happens before the Preacher picks on night 1. ~~However, a Marionette, once picked, no longer has anything that makes them "think they are a good character" and so will no longer be woken up to use their ability at night. They would be told that they have been chosen by the Preacher. They would not, however, be told they are evil – the final rulebook explicitly states that players learn their alignment at the earliest opportunity after it changes. Therefore, if a Marionette loses their ability, they are not told that they are evil, because their alignment has not changed. In this case, of course, they would know for certain they were a Minion as soon as they were told about being chosen by the Preacher.~~

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Snake Charmer/Barber/Pit Hag/Fang Gu/Imp/Lil' Monsta/Matron: If the Demon moves mid-game, this does not affect the Marionette, their neighbouring the Demon is a setup ability and has no effect later in the game. The new Demon would, however, be told who the Marionette is.

Goon: The Marionette choosing the Goon with the ability they think they have would turn the Goon evil.

Lunatic: There are two ways of viewing this interaction and Steven has confirmed he's happy with either provided the ST tells their players which they run. 1) The Marionette cannot think they are the Lunatic as the Lunatic thinks they are evil, which contradicts the Marionette thinking

they're good, so a Lunatic cannot be the Marionette. 2) the Marionette can think they are a good character that themselves thinks they are the Demon. Either way, a Lunatic could be told they have a Marionette if there is a Marionette on the script.

Mathametician (jinxed):

[PATCH - new jinx effective 2025.10.09: The Mathematician might learn if the Marionette's ability yielded false info or failed to work properly.]

Recluse: The Marionette can neighbour the Recluse if the Recluse registers as the Demon! Technically you can also tell the Recluse who the Marionette is, but that'd be outing a player who doesn't even know they're evil to a good player, so probably better to still tell the actual Demon who the Marionette is, which also has the added joy of telling the Demon one of two players must be the Recluse 😊

***[EDITORIAL:** With the introduction of the [Lord of Typhon](#) in Fall 2024, TPI has suggested that having the Marionette neighboring the Recluse is not an intended interaction. Additionally, TPI clarified that, universally, [Brackets Setup] is not intended to be disrupted by the Recluse or other forms of misregistration. However, there has been no explicit suggestion to prohibit putting the Marionette next to the Recluse. TPI has recognized that this is a fun interaction and has elected to leave unaddressed as a viable rule.]*

Snitch: ~~jinxed -- "The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead."~~

[PATCH - jinx deleted effective 2025.10.09]

Pit Hag: If a good player is turned into the Marionette mid-game, they are functionally turned into the Drunk – you can continue to treat them as though they were the good character they thought they were but they would be poisoned from then on. You could, similar to someone being turned into the Drunk, choose to tell them that they changed into a different good character if you wish. The Demon would also be told who they were. If the Marionette themselves is turned into another character, they would be told their new character, but they would not be told they are evil – see Preacher.

Imp: A Marionette that catches a starpass would be told they are now an Imp. You do not tell them they're evil - see Preacher.

Lil' Monsta: ~~Jinx with Marionette is "The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token." Note that Lil' Monsta Minions would know as soon as they woke up together (but the Marionette didn't) that the leftover Minion is the Marionette. Technically you should show "the Demon" who the Marionette is and the Minions may not realise the implication that one Minion is not waking with the rest, so it is usually worth confirming with the first babysitter that the Minion who didn't wake is, in fact, the Marionette.~~

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.
- **Current** → If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.]

Vortex: The Marionette is not Townsfolk, so can get true info in a Vortex game.

Apprentice: Depends when the Apprentice arrives. Technically, a Traveller is told their alignment and, if evil, who the Demon is as soon as they arrive, so if they arrive during the day you can't then give an evil Apprentice the Marionette ability that night as they'd already know they were evil. If they arrive at night, however, you technically can give them the Marionette ability if you really want to... You'd tell them they were good and had a specific Townsfolk ability but they'd not actually have it. Definitely a "technically legal but not fun" situation though.

Barista: Sober/healthy/true info has same result with Marionette as Drunk – take your pick of whether you believe a Barista'd Drunk can still get arbitrary info or not, just make sure you tell your players which you rule once you know you've got a Barista in town on a Marionette or Drunk script. Barista double ability should be used to deceive the Marionette that they have two uses of the ability they think they have. Technically Barista doubling on the first night would result in telling the Demon who they are twice too...

Bone Collector: Picking the Marionette would allow the Marionette another night/day of the ability they think they have.

Marionette Supplement

2021.04.15

Marionette - extra thoughts by Edd Gabriel: <http://bit.ly/MarionetteSteventhoughts>

Google Drive mirror: [BotC EXPERIMENTAL - Marionette Supplement](#)

Choirboy (Townsfolk)

Announced 2021.04.29

#experimental-how-to-run Discord content 2021.04.29

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Choirboy>

#experimental-how-to-run Discord content

Choirboy (Townfolk) Ability: If the Demon kills the King, you learn which player is the Demon. [+ the King]

Setup If the Choirboy is in the bag and the King is not, remove a Townfolk and add the King before passing the bag round.

How to run If at any point the Demon kills the King, put the Demon to sleep, wake the Choirboy, then point to the Demon player and put the Choirboy to sleep. Bear in mind the Demon must kill the King using their ability. Minions or good characters killing the King do not count. The Demon nominating and executing the King does not count. The Demon attacking the King but failing to kill them (due to Monk/Innkeeper/Tea Lady/Lycanthrope etc) does not count.

If the Choirboy is drunk/poisoned when the King dies, you can give them no info or tell them the incorrect player is the Demon (or technically the truth, but I'm struggling to see a gamestate where you'd dishonour the evil team's agency in having created that situation!) If the King is drunk/poisoned when they die, this does not prevent the Choirboy getting their information.

Interesting interactions

Gossip/Lycanthrope/Virgin/Moonchild/Assassin/Cerenovus/Godfather/Pit-Hag/Witch/Apprentice/Butcher/Gunslinger/Harlot/Judge: If a non-Demon kills the King, the Choirboy learns nothing. The exception, of course, is if the player that kills the King is holding Lil' Monsta at the time and therefore is actually registering as the Demon.

Mayor: if a Demon kill is bounced off the Mayor to the King, the Choirboy would get their information – Mayor bounces are treated as full redirection of the entire ability so it's as if the Demon directly chose the King.

Professor/Shabaloth: If a King is killed, resurrected then killed again, the Choirboy gets their info for every Demon kill of the King.

Barber: If the King is Barber-swapped with a dead player, the Choirboy does not get their info as the King was not actively killed by the Demon.

Drunk/Marionette: The King cannot be made the Drunk/Marionette if the Choirboy is in play, as if the player who thinks they are the King is actually the Drunk/Marionette, the King is not in play and the [setup brackets] of the Choirboy ability has not been satisfied. The Choirboy can, however, be the Drunk/Marionette as it's still a legitimate setup even if the Choirboy hasn't forced the King to be in play, the King could just be in the bag by its own right.

Recluse: Technically you can show the Choirboy the Recluse when the King is killed by the Demon, but that's very harsh on the good team and especially the Choirboy's agency in convincingly bluffing something else so the Demon doesn't think the Choirboy is in play, so very rarely a good balanced move.

Pit-Hag: If a Choirboy is created mid-game, their [setup brackets] are ignored.

Spy: Technically the Spy can register as the King to the Choirboy if killed by the Demon and cause the Choirboy to learn the Demon's identity... Probably not fun for anyone though.

Legion: You could show the Choirboy any of the living Legion players.

Lil' Monsta: The Choirboy would be shown the person babysitting Lil' Monsta the rest of that night and the next day because Lil' Monsta's kill and therefore the Choirboy's information comes after the babysitter is chosen.

Pukka: If a Pukka picks the King night N and the Choirboy Night N+1, the Choirboy is poisoned when the King dies and therefore can get arbitrary info that night before dying the following night.

Vortex: If the Vortex kills the King, you can show the Choirboy any non-Demon player.

King (Townsfolk)

Announced 2021.04.29

#experimental-how-to-run Discord content 2021.04.29

Almanac entry added 2022.02.28

Revised to v2 2024.05.15

Revision to v2 announced 2024.06.07 (late announcement by Steven Medway)

Revision to v2.1 announced 2024.10.29

Revision to v2.1 implemented by TPI 2024.11.08

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/King>

#experimental-how-to-run Discord content

King (Townsfolk) ~~Ability: Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.~~

~~**Optional rule:** the King learns an alive character once the dead equal or outnumber the living. (This makes the King more fun to play in games with an even number of players.)~~

~~[PATCH - ability text change effective 2024.05.24:~~

~~King (Townsfolk):~~

~~• **Previous** → Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.~~

~~• **Current** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.]~~

~~[PATCH - ability text change effective 2024.11.08:~~

~~King (Townsfolk):~~

- **Previous** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.
- **Current** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.]

How to run: On the first night, wake the Demon and show the King token, then point to the King player. As the game progresses, as each night gets to the King point in the night order, count the dead players (remember to include anyone that's died before the King's turn) and if there are **[equal or]** more dead than alive, wake the King and show 1 alive in play character token. The King can learn good or evil characters and may learn the same character more than once if applicable.

The King can only be made drunk/poisoned before the Demon is informed of them on night 1 by the No Dashii, all other drunk/poison happens after the King's identity is known to the Demon (except if the Philosopher chooses King, in which case the Demon would be learning that the Philosopher player is the King, not the actual King).

If the King is actually the Drunk the Demon is not told who they are. If the King is drunk/poisoned when they would wake, they can be shown character tokens that are not in play or in play but dead. If they are drunk/poisoned when they would not yet wake, in theory you could wake them and give them arbitrary info, but it'd be pretty clear when the morning came that the criteria for them waking was not met and therefore they would know they were drunk/poisoned, so you shouldn't do this unless there's an in-script reason that the death count would fluctuate sufficiently for it to seem reasonable

Interesting interactions

~~Cannibal: If the King is executed with a Cannibal in play, the Demon would be woken that night to learn who the King is.~~

Chambermaid: The King does not wake until the point the dead **[equal or]** outnumber the living, so would not register to Chambermaid before that, then start registering after that point.

~~Philosopher/Pixie: Same as the Cannibal, gaining the King ability would notify the Demon of the PhiloRuler/Kingxie. The Demon should just be shown that the relevant player is the King, not the Philo/Pixie.~~

Poppy Grower: Does not affect the Demon learning who the King is.

Professor/Shabaloth/Bone Collector: Resurrecting the King would result in the Demon being told again who the King is.

Snake Charmer/Barber/Pit Hag/Scarlet Woman/Fang Gu/Imp/Lil' Monsta: if the Demon changes player, the new Demon player would be told who the King is, if the King is alive.

Barber/Pit-Hag: If the King is swapped to another player or created anew, the Demon is told the identity of the new King player.

Drunk/Marionette: If the King is chosen to be the Drunk/Marionette, the Demon is not notified of which player it is.

Goon: The King does not actively target the Goon with their ability, so can be shown the Goon token without being made drunk.

Lunatic: The Lunatic can be told that a King is in play, either correctly or incorrectly.

Recluse: Technically you can show the Recluse who the King is by registering them as the Demon, but this will rarely be fun.

Legion: You can show as many or as few of the Legion as you like that the King is in play. I would always show at least one, however.

Vortex: Is told the incorrect player is the King. King learns false info – i.e. characters that are either not in play or already dead.

Zombuul: Counts as dead for the King's "dead outnumber the living" requirement.

Apprentice: If gaining the King ability, the Demon is told.

Barista: Only has an effect on the King once the dead outnumber the living. Once this is the case, 1) gives the King true info, 2) gives the King two character tokens to see.

Gangster (Traveler)

Announced 2021.05.02

#experimental-how-to-run Discord content 2021.05.02

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Gangster>

#experimental-how-to-run Discord content

Gangster (Traveller) Ability: Once per day, you may choose to kill a living neighbour, if your other living neighbour agrees.

How to run The Gangster enters and leaves the game like any other Traveller. Once per day, the Gangster may declare that they are attempting to kill one of their alive neighbours (regardless of character type – Townsfolk/Outsider/Minion/Demon/Traveller can all be killed by the Gangster). If the Gangster's other alive neighbour agrees that they'd also like to kill that player, that player dies. If the other neighbour says no, nothing happens and the Gangster may not use their ability again today. The player that dies does so immediately.

If the Gangster is drunk/poisoned, they cannot kill, regardless of their neighbourly agreements.

Interesting interactions

Choirboy: If the Gangster is holding Lil' Monsta and kills the King with their ability during the day, the Choirboy learns the Gangster is the Demon that night.

Grandmother: If the Gangster is holding LM and kills the grandchild with their ability during the day, the Grandmother dies immediately too.

Mayor/Minstrel/Cannibal/Pacifist/Undertaker/Saint/Devil's Advocate/Evil

Twin/Goblin/Mastermind/Leviathan/Vortex/Scapegoat: A Gangster kill is not an execution.

Sage: If the Gangster is holding LM and kills the Sage with their ability during the day, the Sage learns two players including the Gangster that night.

Tea Lady/Fool/Sailor: Can prevent the Gangster kill if the respective ability is satisfied.

Soldier: If the Gangster is holding LM and tries to kill the Soldier with their ability during the day, the Soldier does not die.

Virgin/Witch: The Gangster choice is not a nomination.

Zombuul: Everyone ready for niche? If a Gangster has a "dead" Zombuul that has since been made poisoned or drunk between them and the living neighbour that they try to kill with their ability, the Zombuul is killed by the Gangster (as the nearest now-registering-as-living-thanks-to-droison neighbour) and therefore dies for real. Technically if the Gangster tries to kill the living neighbour in the other direction they would need the Zombuul's agreement in order to kill, but happily this is indistinguishable (to the players) from the Gangster themselves being poisoned as when the person who thinks they're the Gangster's living neighbour attempts to agree to use the Gangster ability, this is not satisfying the Gangster ability so the ST would announce that nothing happened. (Kudos to Jack for spotting this one)

Deviant: Even if they were funny and cannot be exiled, they can still be killed by the Gangster.

Storm Catcher: The Gangster cannot kill the Storm Caught player.

Farmer (Townfolk)

Announced 2021.05.20

#experimental-how-to-run Discord content 2021.05.20

Almanac entry added 2022.02.28

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Almanac entry updated 2024.11.15

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Farmer>

#experimental-how-to-run Discord content

Farmer (Townfolk) ~~Ability: If you die at night, an alive good player becomes a Farmer.~~

[PATCH - ability text change effective 2024.11.08:

Farmer (Townfolk):

- **Previous** → If you die at night, an alive good player becomes a Farmer.
- **Current** → When you die at night, a living good player becomes a Farmer.]

How to run If the Farmer dies at night, select a good player. Show them the “You are” info token and the Farmer token, then put them to sleep. Replace their previous character token with a Farmer token.

Farmer changes happen at the instant the Farmer dies. So if a multikill Demon is acting, plus a Gossip/Assassin/Godfather or similar in the same night, a Farmer could jump multiple times in the same night, because kill 1 could kill the Farmer, creating a new Farmer, then a later kill could take out the new Farmer, causing a new change etc. If the Farmer is drunk/poisoned when they die, nothing happens.

If the Farmer dies during the day, whether through execution or otherwise, nothing happens.

Interesting interactions

Cannibal/Philosopher/Pixie: if a player who has gained the ability of the Farmer dies at night, they turn an alive good player into the Farmer, regardless of their own actual character.

Chambermaid: If a Chambermaid selects a player that started the night as another (non-waking or post-transformation-waking) character and has become the Farmer during that night (and therefore has been woken to be told this), they're not waking due to their ability, they're waking because their character has been changed and they need to be told. If they woke due to their previous ability prior to becoming a Farmer, however, that would register a 1 to the Chambermaid even though they now have a different ability.

Gambler: If a Gambler has already gambled wrong and died, they cannot become the Farmer later that night as they are already dead.

Gossip: If the Gossip becomes a Farmer before their kill goes through, a potential true gossip would not kill as the Gossip became the Farmer before their kill took effect. However, a Gossip could kill a Farmer and cause the Farmer ability to take effect, that Gossip that killed the Farmer could even become the Farmer themselves.

Grandmother: If a Farmer is a grandchild and is killed, it's the ST's choice - the Grandmother could become the Farmer and not die (because they're now the Farmer and therefore don't have the Grandmother ability causing them to die) or the Grandmother could die from their own

ability and then not be legitimate to be the Farmer. (OR, let's be honest, you could just avoid the issue by not trying to make the Grandmother the new Farmer)

Leviathan: ~~jinxed -- "If Leviathan is in play & a Farmer dies by execution, a good player becomes a Farmer that night."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** > If Leviathan is in play & a Farmer dies by execution, a good player becomes a Farmer that night.
- **Current** > Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.]

Lycanthrope: If the Lycanthrope kills the Farmer then becomes the Farmer, other deaths can happen that night, as there is no longer a Lycanthrope ability in play preventing deaths.

Mathematician: Would not get a 1 from a player becoming a Farmer and no longer getting to use their previous ability – as far as the Mathematician is concerned that player is the Farmer and their ability is working fine.

Mayor: Can bounce to the Farmer. Could also then become the Farmer themselves after the bounce.

Poppy Grower: If the Poppy Grower becomes the Farmer, the Evil team does not learn each other.

[PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:
If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night.]

Goon: Could become the Farmer (if good. The previous Farmer player is not themselves choosing the Goon with the Farmer ability, the ST is, so the Goon would not cause them to become Drunk.

Spy: Can register as good to become the Farmer,

Travellers: Under standard BotC rules, Travellers cannot change characters and therefore an alive good Traveller cannot become the Farmer. If you/your ST is playing with the variant where this is legitimate, when a Traveller became the Farmer you would change their life token in the town square to a standard token rather than the Traveller one.

Barista: If Barista doubled, the Farmer dying would cause two good living players to become Farmers.

Magician (Townfolk)

Announced 2021.06.03

#experimental-how-to-run Discord content 2021.06.03

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Magician>

#experimental-how-to-run Discord content

Magician (Townfolk) Ability: The Demon thinks you are a Minion. Minions think you are a Demon

How to run On the first night, Minions are shown both the actual Demon and the Magician are the Demon. The Demon is shown that the Magician is one of their Minions. In neither case is the Magician singled out, the Storyteller simply wakes all Minions, shows the “This is the Demon” token and then points to the Demon and the Magician in any order. The Magician does not wake at any point in this process. If the Magician is drunk, poisoned or dead when the Minion/Demon Info steps happen, they do not affect the info and the Minions/Demon learn each other’s identities as usual as if there was no Magician in play.

Interesting interactions

On a general note, it should be observed that the Magician does not “register” as anything different, the ability just specifies that the Demon/Minions think they are the other evil character type. So no other abilities (Balloonist, Dreamer, Town Crier, Vigormortis etc) are deceived as a result of the Magician ability, all non-Demon and non-Minion abilities perceive the Magician as a Townfolk as normal.

Bounty Hunter: The player turned evil by the Bounty Hunter is not a Minion or Demon, so the Magician ability does not interact with their ability.

Mathematician: The Magician does not directly impact the Mathematician in almost any cases – the adjustment to Minion/Demon Info is not affecting an ability apart from the Evil Twin scenario below, which would ping to the Mathematician.

Poppy Grower: If a Magician is alive when the Poppy Grower dies, it affects the Minion/Demon Info step exactly how it would have done on the first night.

Lunatic: You can pretend to a Lunatic that there is a Magician in play and show an extra “Minion” regardless of whether there is actually a Magician in play (provided it’s on the script).

Evil Twin: If the Magician is chosen to be the good Twin, then you would have to show a Demon token to the Evil Twin as the Magician’s character.

Marionette: The Marionette cannot be seated next to the Magician rather than the Demon, the Minions only “think” the Magician is the Demon, the Magician does not register as the Demon. However, a Magician sat next to the Demon can be shown to the Demon as a “Marionette”.

Mastermind: Does not interact with the Magician ability. While the Mastermind player will think

the Magician is the Demon, the Mastermind ability does not register the Magician as the Demon, so it is not triggered on the Magician's execution.

Mezephales: Can turn a Magician evil. Again, while player thinks Magician=Demon, Mezephales ability registers Magician as good and therefore would turn them that night if they say the word.

Scarlet Woman: See Mastermind.

Spy/Widow: Jinxed - "When the Spy/Widow sees the Grimoire, the Demon and Magician's character tokens are removed." Please also remove any relevant reminder tokens as well so that it isn't obvious despite the lack of character token.

Imp: Cannot starpass to Magician.

Legion: ~~Magician voting counts as a good vote and causes an execution to pass if sufficient. The Magician, however, would cause each Legion to have to be woken up individually to be told their other Demon players in order to maintain the Magician illusion, so any time a Magician is on the script with Legion, you should always wake all Legion players separately and show them all of their fellow "Legion" players so that Legion players can't tell if Magician is in play or not.~~
[PATCH - new jinx effective 2025.10.09: The Magician wakes with Legion and might register as evil. Legion knows if a Magician is in play, but not which player it is.]

Commentary on Legion/Magician Jinx - 2025.09.10:

"When Steve first proposed this, I balked. "If I'm the Magician," I argued, "I just grab all the good players and tell them I know the entire Legion team. I beg them to kill me and keep each other alive. What's stopping us?"

As a counterpoint, we discussed that Legion players could do the exact same thing, potentially grabbing 1-2 Legion along with 1-2 good players, and double-claiming the Magician. While this is definitely spicy, it also has the potential to open up new avenues for bluffing and gameplay - imagine bluffing Magician in a Legion game as, say, the Baron in a non-Legion game! And if it's really terrible, we can always try something new."

Source: <https://bloodontheclocktower.com/news/notes-from-the-clocktower-jinx-updates>

Lil' Monsta: Jinxed ~~"Only 1 jinxed character can be in play."~~

[PATCH - jinx update effective 2024.06.27:

Lil' Monsta' / Magician:

- ~~Previous~~ → Only 1 jinxed character can be in play.
- **Current** → Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.

~~Lil' Monsta / Magician Optional rule: Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta. If not, the Magician babysits Lil' Monsta but if they die while doing so, evil wins.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.
- **Current** → If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.]

Marionette (jinxed):

[PATCH - new jinx effective 2025.10.09: If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.]

No Dashii: If the Magician is the Townsfolk neighbour to the No Dashii, they do not affect the Demon/Minion info stages.

Vortex: Does not interact with Magician.

Travellers/Fabled: are neither Minions nor Demons (even if it's an Apprentice with a Minion ability), so are not affected by the Magician ability and only see the correct Demon player.

Barista: If a Demon/Minion is Barista-truth'd on N1, they would not be shown the Magician. If an Evil Twin is Barista-truth'd on N1, they would go back to the normal process rather than the one described above.

Lleech (Demon)

Announced 2021.06.17

#experimental-how-to-run Discord content 2021.06.17

Almanac entry added 2022.02.28

Revision to v2 announced 2024.07.14

Revision to v2 implemented by TPI 2024.07.26

Almanac entry updated to v2 2024.10.02

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Lleech>

#experimental-how-to-run Discord content

Lleech (Demon)

~~Ability: Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned — you die if & only if they die.~~

[PATCH - ability text change effective 2024.07.26:

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

How to run

On the Lleech's first night, the Lleech chooses an alive player, that player is poisoned from now on. If at any point the Lleech is supposed to die (whether by execution or being killed at night or otherwise), they do not die. If the poisoned player dies, the Lleech also dies simultaneously. Every night after the first, the Lleech chooses a player, that player dies.

When the Lleech is drunk or poisoned, the host is sober. ~~If the host dies during this time, the Lleech is unaffected.~~ If the Lleech themselves dies when drunk or poisoned, they die as their ability cannot prevent them from dying while drunk/poisoned. If the Lleech's host is drunk/poisoned, this does not affect the Lleech.

[PATCH - rule interpretation effective 2024.07.26:

If the Lleech is drunk or poisoned when the host dies, the Lleech will still die once the Lleech becomes sober and healthy again.]

The Lleech still registers as the Demon and their host still registers as their respective type, the Lleech selecting them does not change anything about their registration. Note that the host can be any alive player, regardless of type.

If a new Lleech is created after the first night, they are woken immediately on becoming the Lleech to choose their host. They are then put back to sleep and reawaken at the Lleech turn (if applicable) to kill.

Interesting interactions

Exorcist: If the Lleech is Exorcised after their first night they don't wake but their host remains poisoned and the Lleech still cannot die unless the host does.

Fool/Pacifist/Sailor/Tea Lady/Devil's Advocate: There is no difference between the Lleech being executed and one of the former abilities protecting from death on execution – all of them result in "is executed and does not die."

Monk: If the host is chosen by the Monk, they become sober for that night.

Mayor: The Mayor does not bounce being picked as the host by the Lleech. Once they are poisoned, they do not have an ability and therefore cannot win in final 3, nor can they bounce kills in the night.

Professor: If the Lleech host has died and therefore the Lleech has died too and the Lleech host is resurrected by the Professor, the Lleech is not also resurrected.

Slayer: Jinx - ~~"If the Slayer slays the Lleech's host, the host dies."~~ (And, for clarity, this of course means the Lleech dies too if they are sober/healthy.)

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Slayer slays the Lleech's host, the host dies.

- **Current** → If the Slayer slays the Lleech host, the host dies.]

Snake Charmer: If the Snake Charmer hits the Lleech, they choose a new host when they become the Lleech.

Soldier: If picked as host by the Lleech, they are not poisoned. However, if they die for any reason (execution, Lycanthrope etc), the Lleech dies too.

Goon: If selected as host on N1, makes the Lleech drunk until dusk and the Goon turns evil. If the Goon is then executed that first day, the Lleech does not die **[immediately]** as they are drunk. The Goon is sober all game, but if the Goon dies after the first day, the Lleech dies too.

[PATCH - rule interpretation effective 2024.07.26:

If the Lleech-hosted Goon is executed D1, then the Lleech dies. Lleech death is based on the state of death of the host, and not the moment of the host dying. If the Lleech is drunk or poisoned when the host dies, the Lleech will still die once the Lleech becomes sober and healthy again. Immortal Lleech is no longer a possibility.]

Heretic (jinxed):

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Lleech has poisoned the Heretic then the Lleech dies, the Heretic remains poisoned.
- **Current** → Only 1 jinxed character can be in play.]

Lunatic: If the Lunatic thinks they are a Lleech, the actual Demon is told who they picked as host on N1, but this is not differentiated from, for example, the Lunatic thinking they're a Pukka and choosing on N1 – the actual Demon would not know the difference.

Assassin: Can kill the Lleech.

Mastermind: ~~Jinx: "If the Mastermind is alive and the Lleech's host dies by execution, the Lleech lives but loses their ability."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Mastermind is alive and the Lleech's host dies by execution, the Lleech lives but loses their ability.
- **Current** → If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.]

Pit-Hag: If a new Demon is made, the host still has to be killed in order to kill the Lleech, the Pit-Hag cannot override the Lleech ability to not die.

Travellers: Can be chosen as the host but this is probably not recommended as if the Traveller leaves, they die and therefore the Lleech dies.

Barista: If Barista doubled not on their first night, they kill twice. If Barista doubled on their first

night, they choose two players, both of whom are poisoned from now on. However, both must die in order for the Lleech to die.

Gangster/Gunslinger/Harlot: Cannot kill the Lleech

Lleech Supplement / Immortality [made obsolete 2024.07.26]

2021.06.21

[PATCH - ability text change & rule interpretation effective 2024.07.26:

If the Lleech is drunk or poisoned when the host dies, the Lleech dies once the Lleech becomes sober and healthy again. Immortal Lleeches are no longer mechanically possible.]

~~Note about the Lleech since I've gotten a lot of pings about it and I want to put this somewhere where everyone can see it without having to search: Yes, there are several ways to get an immortal Lleech. Yes, this is a known issue. No, we don't know when the wording of the Lleech may or may not be updated to counter the methods to create an immortal Lleech.~~

~~For now, if you don't want games where there is a potential for an immortal Lleech, I would recommend houseruling the Lleech ability to: "Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they are dead." I am not saying this is what the ability will end up being, Steven has a long history of seeing minor issues like this and coming up with really cool out of the box solutions, so something completely different may be the final ability, but for now I think the above will work nicely if people want a short term solution.~~

~~For context, the Kickstarter releases are playtest characters, they're not supposed to be complete, they're not supposed to be perfect, they're supposed to be little sneak peek/bonus extras for Kickstarter backers, intended to showcase a few cool concepts that're in progress and will be showing up in future editions. I appreciate that you all want the characters to be perfect and ready to go for you to play with right now, but in some cases, they're not and we have to be patient while we get to enjoy playing with them in their current form. Please remember that TPI are being lovely to us and giving us access to extra characters ahead of schedule and take this as an opportunity for a little glance behind the curtain, seeing the characters evolve as they are slowly changed to fit with the greater compendium of other abilities around them~~

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:

Summary

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

The Lleech lives if their host lives, and dies if their host dies.

- On the first night, the Lleech chooses a player, who is poisoned for the rest of the game.

- If this player is alive, the Lleech cannot die. If the Lleech is executed, the Storyteller tells the group that the player lives, but not why.
- If the player that the Lleech chose dies, the Lleech dies as well. If this means that only one or two players are left alive, good still wins, because the Demon is dead.
- From the second night onwards, players that the Lleech attacks die but are not poisoned.
- If a Lleech is created mid-game, they poison a player that night. They must choose an alive player.

How to Run

During the first night, wake the Lleech. They point at any player. That player is poisoned—mark them with the POISONED reminder. Put the Lleech to sleep.

Each night except the first, wake the Lleech. They point at any player. That player dies—mark them with the DEAD reminder. Put the Lleech to sleep.

If the Lleech would die but the player marked with the Lleech's POISONED reminder is alive, the Lleech does not die. If the player marked with the Lleech's POISONED reminder is dead, the Lleech dies and the good team wins.

When giving false information to a good player poisoned by the Lleech, make sure this information seems true. If the good player believes it to be false, they will quickly execute themselves and win the game.

Examples

The Lleech poisons the Noble. The Noble learns false information. The Lleech is executed, but does not die. The next day, the Noble is executed. The Noble and the Lleech die. Good wins.

The Lleech poisons the Farmer. The Lleech is made drunk by the Courtier. The poisoned Farmer dies, and the game continues because the Lleech is also drunk. The drunk Lleech is executed and dies, and good wins.]

Boomdandy (Minion)

Announced 2021.07.01

#experimental-how-to-run Discord content 2021.07.01

Almanac entry added 2022.02.28

Revision to v2 announced 2024.10.29

Revision to v2 implemented by TPI 2024.11.01

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Boomdandy>

How to Run Boomdandy v1

2021.07.01

#experimental-how-to-run Discord content

Boomdandy (Minion) Ability: ~~If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.~~

[PATCH - ability text update effective 2024.11.01:

Boomdandy (Minion):

- **Previous** → If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.
- **Current** → If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.]

How to run When the Boomdandy is executed, announce they die or do not die (as applicable) as usual. Then, before night, announce that more players have died until all but three players have been killed by the Boomdandy ability. These can be killed and announced in any order. Note that this does not overpower death-prevention, so you must kill in the right order to remove protection if desired (primarily relevant for Tea Lady). It does, however, include Travellers, so all Travellers should almost always be killed using the Boomdandy ability in order to leave three Town/Outsider/Minion/Demons alive and not end the game immediately.

Note that the Boomdandy ability specifies that all but 3 players die, not that only 3 players are left alive. This means if you have an unused Fool or a sober Sailor etc, there could be 4 or more players left alive after you've used the Boomdandy ability to attempt to kill all but 3 players: the Boomdandy ability attacked the Fool and Sailor but did not kill them, plus the 3 players that were not attacked with the Boomdandy ability.

After you have announced the deaths (and marked them as dead in the grimoire and had the players do so in the town square) ~~announce that players have 1 minute to discuss. You can make this countdown open to the players or just count it off privately. At the end of 1 minute,~~ [countdown from 10], stop all conversation, all players (living or dead) must immediately point to a player (living or dead). Players may point before the deadline and change their minds as often as they like up until the deadline when it is locked in. If a player is not pointing at the deadline, ignore their point as they get an advantage by seeing where others are pointing before pointing themselves.

In the online/Discord/Zoom space, I would recommend having all players change their nicknames to the name of the player they're pointing at, allowing a quick and easy count of how many points any given player has (as who points at whom does not matter). This pointing is not a vote, therefore no vote-related abilities such as Butler/Legion/Bureaucrat/Gunslinger/Judge/Thief/Voudon etc have any effect on it. Dead players also do not need a vote token in order to point, nor do they lose their vote token when pointing. If there is a single player with the highest number of players pointing at them, they die

immediately if they can (and if they do the game is most likely over as there will now be only 2 living players). If there is a tie, no-one dies and the day ends (assuming no Butcher). If the day ends, the game is probably still over, as the Demon will most likely kill that night (except for Zombuul), so it's in the good team's interests to not tie the majority of the time. If the Boondandy is drunk or poisoned when executed, nothing happens. If the Boondandy dies through another non-execution means, nothing happens.

Interesting interactions Broader point: the Boondandy is a Minion and killing during the day, so anything that interacts with players/characters being killed at night or being killed by the Demon does not interact here.

(Farmer/Grandmother/Innkeeper/Lycanthrope/Mayor/Monk/Ravenkeeper/Sage/Soldier)

Similarly anything which is triggered on death for something to happen at night will not happen until night, after the pointing. (Bounty Hunter/Choirboy/Poppy Grower/Barber)

~~Artist/Fisherman/Savant: Can choose to ask their question/get their advice/info within the post execution minute if they want to, but this does not extend the time limit.~~

Cult Leader: Can technically call for a cult in this time under RAW if they are still alive and didn't call for a cult earlier in the day, I would generally disallow this as it is either going to go over the time limit or take up a disproportionate amount of the time limit which is intended for discussion.

Fool: Cannot be killed twice by the Boondandy boom, so if you have a Fool with an unused ability, they will be surviving the Boondandy boom, although if they are both "killed" once during the boom and then killed again from the pointing, they would die.

Gossip: Can gossip during the minute if they haven't already that day, but probably pointless/not advised!

Mayor: Cannot win the game if no-one dies from the Boondandy pointing, as even though there are 3 alive at the end of the day, the Boondandy was executed earlier that day.

Minstrel: As soon as the Boondandy is executed and dies they are made drunk by the Minstrel, so the rest of their ability does not happen.

Pacifist/Saint/Devil's Advocate/Goblin/Mastermind/Leviathan: Boondandy deaths are not due to execution, so these abilities are disregarded.

Philosopher: Dying to Boondandy might result in their duplicated character becoming sober.

Pixie: Might gain an ability through their target Townsfolk dying.

Sailor: If sober on the day the Boondandy is executed, cannot die, so must remain alive.

Slayer: May act during the minute. Note this is *extraordinarily* powerful in this context, so probably advised to kill an unused Slayer.

Tea Lady: You can kill in any order to allow the Tea Lady to proc or not proc. So, for example, you can kill the Tea Lady before either neighbour. Or you could kill the evil neighbour to the Tea Lady and then have the Tea Lady save their new good neighbours. Or, and this is getting complex now, you can choose to attack a Tea Lady neighbour while they're safe, then kill the Tea Lady, then kill everyone else, leaving 4 alive, which could back up a Demon Fool/Sailor bluff. This shouldn't be done often, as it's putting a lot of spin in the Demon's favour with your choices, but it's important to note that it's possible so players cannot assume that any time there are 4 left alive, the one claiming a role that cannot die is guaranteed good. You can also decide to not kill the Tea Lady and "kill" the TL neighbours with the Boomdandy ability. This will leave the Tea Lady as one of the 3 that weren't attacked by the Boomdandy, plus both neighbours (if they were both good), plus the other 2 that weren't attacked, for 5 alive. Note this pretty much hard-confirms the Tea Lady and both neighbours, plus it all but guarantees that there will be 2 kills left for town (one from Boomdandy pointing and one from execution the following day since there will be 5, Boomdandy kill to 4, Demon kill at night down to F3 and one more execution to end the game), which is sufficient to kill both players not involved in the Tea Lady saving, so you should almost never do it as it can result in a simple guaranteed game-win situation for good.

Acrobat: ~~Ability is only checked at night, so if the Acrobat survives into the living 3 and one of the other two living players is drunk or poisoned, the Acrobat would not die until that night.~~
[PATCH - ability text change effective 2024.10.18: this advice is moot with Acrobat v2]

Goon: Is not turned evil nor do they make the Boomdandy drunk, the Boomdandy is not choosing the Goon with their ability.

Klutz: At whatever point you declare the Klutz is dead, the Klutz should interject to choose an alive (at that point) player. See "Thoughts on who to kill" for more on this.

Moonchild: See Klutz, but less critical for the game as to what they do.

Mutant/Cerenovus: Mad player can be executed after the Boomdandy's execution for breaking madness – this would almost certainly end the game as it would make it only 2 living players, the Boomdandy's resulting 3, minus the Mutant/Cerenovus target.

Sweetheart: Makes someone drunk when they die. Usually this should be a player that is also dying to the Boomdandy ability. Technically you can make the Boomdandy drunk when the Sweetheart dies and immediately stop killing people and go straight to night without any pointing, but this is a massive dick move – using an Outsider very strongly to help the good team and confirming both a good and evil player in the process.

Tinker: Technically can survive the Boomdandy and then die immediately afterwards to end the

game in evil's favour but, you know, if I have to tell you not to do that, you shouldn't be allowed behind a grimoire.

Devil's Advocate: If the Boomdandy is executed but does not die, they still proc. Bearing in mind this hard-confirms them as Boomdandy, it's generally a good idea to make sure the Boomdandy is one of the ones that dies due to their own ability.

Evil Twin: If you leave both twins alive as well as the Demon for the Boomdandy 3, evil guaranteed wins. You can, if you choose, just leave the two twins and a third party alive, to make the Boomdandy choice which of the two twins dies. See "Thoughts on who to kill" for more.

Scarlet Woman: If Boomdandy deaths happen in the right order, the SW can become the Demon, as long as the Demon died with more than 4 alive.

Lil' Monsta: If the Boomdandy is babysitting and there is no Scarlet Woman or Evil Twin pair alive, the game ends because even if there are kills down to 3 alive, the Demon is dead. However, if there is a Scarlet Woman, the Demon would jump. If there is an Evil Twin pair alive, the Demon can be dead and there would just be 3 alive including both twins. In both cases, all deaths are caused by the Demon, so all the Demon-death abilities would be relevant again. (Soldier/Grandmother etc)

Lleech: Can be killed by killing the host, so only applicable with an Evil Twin pair. Otherwise the Lleech and their host both have to be in the final 3. The Lleech player can be attacked using the Boomdandy ability and left alive, resulting in 4 left alive after all the kills have gone through. Please do not kill the host and therefore the Lleech if a Scarlet Woman is in play as that results in a broken situation where the SW-turned-Lleech should have a host, but hasn't yet had a chance to choose one and so cannot die. This would guarantee an evil win in almost all situations as the SW-turned-Lleech will pick a host from the remaining living players that night, then kill a different player to win.

Zombuul: Would be single-killed by the Boomdandy ability and then there can be 3 other living players plus the once-dead Zombuul, so the Boomdandy pointing players would need to point to the appearing-dead Zombuul to kill them. Happily for the good team **many players died that day**, so the Zombuul does not get to kill tonight, so even if the Boomdandy pointing results in a death, the town would definitely get one more day as there will be 2 living players plus an appearing-dead Zombuul.

Apprentice: Don't give them the Boomdandy ability, it doesn't do anything on exile...

Barista: If the Boomdandy is Barista-doubled on a day they're not executed, nothing happens. On a day they are executed, they try to kill N (number of total players) minus 3, then try to kill N minus 3 players again (these do not need to be the same players), then when the pointing minute is complete, the player with the most pointing at them dies twice (if applicable). Note this

means that a Barista-doubled Boomdandy can kill an unused Fool before the pointing starts or a living Zombuul/unused Fool can be killed twice to end the game with the pointing.

Butcher: Can nominate again after a Boomdandy activation on the main execution of the day – this is usually the only way the good team can save themselves from an accidental tie in the Boomdandy pointing. However, this requires there to have been some other reason for more than 3 players to be alive after the Boomdandy kills as ordinarily if there was a Butcher and 2 others left alive, the game would end with an evil win.

Deviant: Can die to Boomdandy as it is not an exile.

Gangster: Can kill during Boomdandy **minute [countdown]**. See Butcher re numbers after the Boomdandy kills.

Doomsayer: The only time a player can Doomsay during the Boomdandy **minute [countdown]** is if there are more than 3 players left alive due to one of the above exceptions as in all other cases there will only be 3 players living and therefore the Doomsayer has no ability.

Storm Catcher: If there is a storm caught character alive, they cannot be killed by the Boomdandy ability. You can, however, remove the Storm Catcher from play immediately before the Boomdandy execution and kill the previously storm caught character at will.

How to Run Boomdandy v2

2024.10.23

I'm updating the Boomdandy ability. It now reads:

"If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies."

The old Boomdandy had two issues.

First, it was weak. The change to a 10 to 1 countdown will allow the Storyteller to increase or decrease the time available for the good team to talk and point fingers. Hopefully, this will allow MOST Boomdandy executions to result in an evil victory.

Secondly, many Boomdandy deaths resulted in a protracted silence, where the good players had all the time in the world to calmly figure out who is who. This change should put the pressure on the good team to make rash decisions based on hurried overtalking, which is more fun.

[PATCH - guidance issued in The Carousel Almanac 2025.06.24:

Summary

"If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies."

The Boomdandy explodes when executed, killing most other players.

- If the Boomdandy is executed, the Storyteller kills other players, one at a time, until only three are left alive.
- The Demon will be one of the remaining three players (otherwise, the game would be over).
- Afterward, there is no further nomination or execution today. Instead, the Storyteller counts down from ten and all players point at the player they want to die. When the countdown ends, the Storyteller counts the number of fingers pointed at each player. If it is a tie, the day ends (and evil probably wins due to the Demon killing that night).
- Even dead players who have no vote token may point.
- Players may change who they are pointing at up until the countdown ends, at which point their decision is final.
- The Boomdandy only explodes due to an execution. Deaths by other means, such as via a Golem or a Psychopath, don't count. If the Boomdandy is executed but doesn't die (due to a Devil's Advocate etc.), they still explode.
- If a character can't die, such as the Fool or the Sailor, the Storyteller may rule that four players remain alive after a Boomdandy explosion.

How to Run

If the Boomdandy is executed, declare that the Boomdandy has exploded. Enter the circle, put your hand out towards the Boomdandy, and rotate around the circle. (Similar to running a vote.) When your hand reaches a living player, say "You live" or say "You die" as that player dies. When you have completed the circle, three players will be alive, including the Demon. Then, count down from ten. After you say "one", ask all players to immediately freeze (to stay still) while you count the number of players who are pointing at each player. The player with the most fingers pointed at them, dies. This will end the game, since just two players are alive, so declare which team has won.

Your countdown should be longer than ten seconds, and as slow, dramatic, or erratic as you like!

Examples

Amy is the Boomdandy. She is executed. She explodes, killing all players except for the Po, the Widow, and the Fortune Teller. Frantically, all players start pointing at each other, and talking about who should be pointed at. After counting down, the Storyteller calls "Freeze" and the Widow has the most number of fingers pointed at them, and dies. Evil wins.]

Boomdandy Supplement / Who to Kill

2021.07.01

Thoughts on who to kill In general, when choosing deaths with the Boomdandy, it's going to be very specific to the exact characters in play and alive. However, there's some general guidelines I'd point you towards:

In most cases, you need to leave the Demon alive in the final 3 as otherwise you're ending the game in good's favour using a Minion ability. However, if there is an Evil Twin pair both still alive, you can choose to kill the Demon as well and leave the choice for town to choose between the two twins with a non-Demon third party as the 3rd. Note that, as usual, you cannot make this final 3 the Twins and the Demon as that's an automatic Demon win.

In the opposite vein, it's generally a good idea to not leave hard-confirmed characters alive. If there's a confirmed Virgin and Professor in this final 3, it's not a difficult challenge as to who to vote for and that's not fair on the evil team who've managed to get their Boomdandy executed. Having said that, it can be fun, if a Klutz has been killed by the Boomdandy and you've paused the kills to allow them to choose a player, to leave the Klutz-picked player alive to allow the doubt as to whether the Klutz claim was actually the Klutz.

For once, for a final 3 situation, it's not a mechanical problem to have only evil left alive as the Boomdandy kill does not require a nomination, just the pointing, but this can be very hard on good to have to work out exactly which of the evil players is actually the Demon.

Finally, as observed there are a few abilities that can prevent the Boomdandy coming down to a final 3 and instead having 4 or even 5 left alive. While this can be interesting, it should generally be used sparingly, as it soft-confirms a few players (the player claiming Sailor or Fool is *almost* certainly good etc). See Tea Lady under "Interesting interactions" for more on this.

Damsel (Outsider)

Announced 2021.07.15

#experimental-how-to-run Discord content 2021.07.15

Almanac entry added 2022.02.28

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Damsel>

#experimental-how-to-run Discord content

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

[PATCH - ability text change effective 2024.11.08:

Damsel (Outsider):

- **Previous** → All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
- **Current** → All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.]

How to run

During the first night, wake all Minions and show the Damsel token, then put the Minions to sleep. Do not show them who the Damsel is! If, at any point, a Minion publicly guesses which living player is the Damsel and is correct, the game ends and evil wins. If the guess is incorrect, place the “Guess used” reminder by the Damsel. All future Minion guesses have no effect. Note that this means that all Minions have one guess between them, not one guess per Minion. The Demon does not get a guess. Minions may guess at any time, day or night, alive or dead. Much like the Slayer, in order to “publicly guess” the Damsel, the Minion must announce to the whole group something along the lines of “I guess that player X is the Damsel”. Picking the Damsel with a Minion ability is not equivalent to “publicly guessing” them.

If the Damsel is dead, they have no ability and are therefore no longer at risk of being guessed by a Minion. Similarly, if the Damsel is drunk or poisoned, a correct guess does not end the game but the one guess is still used up if made during this time. If the Damsel is made poisoned or drunk on the first night, the Minions would already have been told that the Damsel is in play, so this is not affected. If a Damsel comes into play later in the game, the Minions would be told at the first opportunity if the Damsel player is sober/healthy at the time, or at the first point they’re sober/healthy if not.

Note that the Damsel does have a night order place, but this is not when the info regarding it being in play is given to the Minions: that should be done along with Minion info. The Damsel place in the night order is to remind the ST to wake the Damsel if the Huntsman blind-picks them on N1 or picks them more consciously on future nights. As a result, as mentioned above, the Damsel info cannot be prevented from going out to the Minions on N1 by drunkenness or poisoning.

If town attempts to force every player to make a Damsel guess in order to waste the Minion guess, the ST should ignore any Minion guesses that were forced by peer pressure or otherwise

Interesting interactions

Cannibal: If the Damsel is executed and the Cannibal gets their ability, the Minions can successfully guess the Cannibal and win the game.

Chambermaid: Minions learning the Damsel is in play are not waking due to their own ability, so do not register to the Chambermaid on night 1.

Magician: Is not actually a Minion so is not informed about the Damsel, nor will them “guessing” the Damsel have any effect.

Monk: Protects against the Demon, not Minions, and only at night, so Monk protection would not prevent a correct Minion guess of a Damsel ending the game. Except for (niche issue time), a LM-holding Minion that guesses the Damsel at night while the Damsel is Monk-protected, I would rule that the game doesn't end in that scenario.

Poppy Grower: Minions still all learn if there is a Damsel in play, even if they don't know who each other are.

Preacher: A Preached Minion is still a Minion even though they don't have their ability, so can successfully guess the Damsel.

Barber: If the Damsel is swapped, you do not need to reinform the Minions that the Damsel is in play even though the ability has re-entered play, they continue to know from being informed previously. If a player is swapped into having a Minion character and weren't one previously, they are, however, told that the Damsel is in play. This can result in a very bad day for the evil team if the Damsel is swapped with a Minion, as the good ex-Damsel-now-Minion knows somewhere there is an evil Damsel and, based on whether they are told that a Damsel is in play, would know whether the evil now-Damsel is alive or not and whether they can therefore be guessed to win the game.

Goon: A Minion guessing that the Goon is the Damsel will not affect the Goon's alignment – the Minion is not choosing the Goon with their ability. Recluse: Can guess the Damsel, register as a Minion, and end the game. Probably best not to guess if you're the Recluse! Technically you can tell the Recluse that there is a Damsel in play by registering them as a Minion at the relevant time, but it's generally not the point of Outsiders that they can be hard-confirmed to other players, so I wouldn't.

Evil Twin: Don't make the Damsel the good Twin, that'll end the game day 1...

Marionette: ~~If the Marionette thinks they are the Damsel, the other Minions are not told that the Damsel is in play. Marionette/Damsel jinx — "The Marionette does not learn there is a Damsel in play."~~

[PATCH - jinx deleted effective 2025.10.09]

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Pit-Hag: Jinxed - "If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is." When the Damsel is created, all Minions learn immediately there is a Damsel in play if the Damsel player is alive. If an evil Damsel is created, the evil team loses if a Minion guesses them. If there was a Damsel in play, a Minion makes an incorrect Damsel guess, the Damsel is removed and then a new Damsel comes into play, the Minions can guess again. Scarlet Woman/Imp: If the Demon has died and the SW/a Minion has become the Demon, they cannot guess the Damsel.

Spy/Widow: ~~Jinxed~~ — "Only 1 jinxed character can be in play."

[PATCH - updated jinxes effective 2024.05.15:

- **Spy / Damsel:** If the Spy is (or has been) in play, the Damsel is poisoned.
- **Widow / Damsel:** If the Widow is (or has been) in play, the Damsel is poisoned.]

Witch: Even if only 3 players live and they have lost their ability, can still guess the Damsel.

Legion: A Legion can guess the Damsel by registering as a Minion.

Lil Monsta: All Minions, including the one who is babysitting and therefore *also* registering as the Demon, learns the Damsel is in play and can guess them.

Shabaloth: If a Damsel is resurrected, the Minions are similarly not reformed that a Damsel is in play, their being told at the start of the game is sufficient. If there is a new Minion who has not previously been informed, however, they would be informed. Accordingly, it's best to not resurrect a Damsel using the Shabaloth. If guesses have been made previous to the Damsel resurrection, they do not count for this new instance of the Damsel ability, so the Minions have one more opportunity to guess the Damsel.

Apprentice: Cannot guess the Damsel even if evil as they are not a Minion, they just have a Minion ability.

Barista: If Barista doubled when no guess has been made, 2 guesses can be made by Minions today. If a guess has already been made, one more guess can be made today. However, as it would be the Damsel that would be told they were Barista doubled, the Minions wouldn't know they would get an extra opportunity to guess unless the Damsel announced it.

Bone Collector: See Shabaloth.

Revolutionary: Technically the "registers falsely" could allow you to register a good player as a Minion when they accuse someone of being the Damsel or for a Damsel to register as something else when guessed... Don't be a douchecanoe.

Storm Catcher: Don't pick the Damsel. Seriously. Don't.

Huntsman (Townfolk)

Announced 2021.07.15

#experimental-how-to-run Discord content 2021.07.15

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Huntsman>

#experimental-how-to-run Discord content

Huntsman (Townfolk)

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

How to run When putting tokens into the bag, if the Damsel was already chosen to be in play, nothing changes. If the Damsel was not in play, add the Damsel and remove a Townfolk (thus, the Huntsman can either maintain the normal Town/Outsider numbers or functionally result in [+1 Outsider]).

Each night, including the first, wake the Huntsman. If they shake their head, put them back to sleep. If they point to a dead player, shake your head “no” and gesture for them to choose again. If they point to a living player, put the “No ability” reminder next to the Huntsman and put them to sleep. If the chosen player was the Damsel, wake the Damsel, show them the “You are” info token and a not-in-play Townfolk token, then put the Damsel to sleep. Replace the Damsel token with this Townfolk token. If the chosen player was not the Damsel, nothing happens. In either case, the Huntsman ceases to wake as they have used their one guess.

The Damsel's new Townfolk ability is in effect immediately. So, if the Damsel became a Townfolk that wakes after the Huntsman or gets “start knowing” information, they wake at their turn in the night order or immediately, respectively. In general, this new Townfolk ability should not be one of the Demon bluffs if you can avoid it, as this can be unfair to the evil team. If the Huntsman is drunk/poisoned when they choose, as usual with once per game abilities, they use up their ability. If the Damsel is drunk/poisoned when they are chosen, they still change character, but their new ability is drunk/poisoned.

If a player has the Damsel ability but is not themselves the Damsel (Philosopher, Cannibal) they are unaffected by the Huntsman ability as it specifies the Damsel character itself as the one that is changed.

Interesting interactions - Huntsman

Balloonist: Can see the Damsel twice if the timing aligns – once as an Outsider and once, post-Huntsman-transformation, as a Townfolk.

Courtier: If the Courtier drunks the Damsel, then the Huntsman picks the Damsel and they become a new character, the ex-Damsel is no longer drunk as they are no longer the Damsel.

Dreamer/Gambler/Ravenkeeper/Undertaker/Harlot: Would see the Damsel's new character post-transformation, not Damsel.

Pixie: Can see Huntsman, which confirms both the Huntsman and the Damsel (should they come out later, presumably once dead) to the Pixie.

Barber: If the Huntsman-transformed-Damsel is Barber swapped, the other player becomes the character the Damsel became, not the Damsel – the Damsel has changed, not just gained an

ability.

Godfather/Fang Gu: If the Huntsman-transformed-Damsel dies during the day, the Godfather does not wake to kill tonight, nor can the Fang Gu jump to them, they are no longer the Damsel so they are no longer an Outsider.

Marionette: ~~The Damsel cannot be the Marionette if the Huntsman is in play. The Huntsman could, however, be the Marionette themselves.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Marionette thinks that they are the Huntsman, the Damsel was added.
- **Current** → If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.]

Lleech: The Damsel can still be transformed by the Huntsman even if the Damsel is the Lleech host, they'd just continue to be poisoned.

Barista: If Barista-doubled, the Huntsman can choose two players in one night if they've not guessed yet, or be woken to choose again if they've already made a guess on a previous night. The Damsel, if chosen, still only changes character once.

Interesting interactions – Damsel becoming new Townsfolk

Balloonist/Bounty Hunter/Choirboy: If the Damsel becomes a character with [setup abilities], these effects do not occur when the Damsel changes as it is after setup.

Cannibal/Flowergirl/Gossip/Mathematician/Town Crier/Undertaker: If the Damsel becomes any of these backward-looking Townsfolk, their new ability will be in effect the same night they become them, so if you think you're going to make the Damsel any of these, it's worth using their reminder tokens throughout the game so you already know the information you'll be giving the Damsel if they change. (e.g. Tracking if the Damsel gossips correctly using the Gossip reminder tokens or tracking if the Demon voted using the Flowergirl reminders as applicable.)

Chambermaid: If the Chambermaid picks the Damsel on the night they're changed into a Townsfolk by the Huntsman, they only count as waking if they wake due to their new ability. Their waking to learn they are a new character is not due to their own ability, so does not register to the Chambermaid.

Grandmother: Can see the Damsel as their grandchild, but they would not be told if the Damsel changes character, the Grandmother only "starts knowing" their character, not "knows" it throughout.

Juggler: If the Damsel becomes the Juggler, their 1st day is the day following, so they can juggle that day and get Juggler info the following night.

King: If the Damsel becomes the King, the Demon learns about them immediately. This is possibly a little unfair on the Damsel unless there are enough dead for the now-King to get information immediately as otherwise the Demon knows they can kill the now-King with impunity as there cannot be a Choirboy in play.

Magician/Poppy Grower: Not fun for the Damsel to become as they will be gaining an ability that almost certainly won't do anything.

Minstrel: With the final Minstrel, if the Damsel becomes the Minstrel in the night following a Minion being executed, no-one is drunk: the Minstrel ability must be in play when the Minion "dies by execution" (present tense), so coming into play after the fact has no effect.

Philosopher: The Damsel can become the character the Philosopher has chosen to gain the ability of, in which case the ex-Damsel is immediately made drunk by the Philosopher.

Sailor: If the Damsel becomes the Sailor, they do not choose someone to drink with that night because the Sailor has already acted, so the ex-Damsel-now-Sailor cannot die that night or the following day

Noble (Townsfolk)

Announced 2021.08.01

#experimental-how-to-run Discord content 2021.08.02

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Noble>

#experimental-how-to-run Discord content

Noble (Townsfolk) Ability: You start knowing 3 players, 1 and only 1 of which is evil.

How to run

On the Noble's first night, wake the Noble and point to 3 players. 2 of these players must be good and exactly 1 must be evil. Do not differentiate between the players shown, they can be shown in any order. The evil player could be a Minion or Demon, the evil Townsfolk from the Bounty Hunter or an evil Traveller or anyone else that's turned evil, if the Noble is getting their info not on the first night. The Noble does not wake again, even if the alignment of the players they saw changes.

If the Noble is poisoned/drunk, anything from zero to all 3 of the players shown to the Noble can be evil. If there is a Vortex in play, any combination of good and evil players can be shown, as long as it's not 2 good 1 evil.

Interesting interactions

Cult Leader: The Noble cannot see the Cult Leader as their evil ping on night 1 as the Cult Leader doesn't change alignment until the end of the night and therefore will always be good

when the Noble wakes even if they will be turning evil later tonight.

Snake Charmer: Might have swapped before the Noble wakes, so the new gamestate must be shown in the Noble info.

Goon: Might have had their alignment changed to evil by the time the Noble wakes, so can be shown as the evil player. Note the Noble is not choosing the Goon with their ability, so can never be made drunk/flip the Goon if the Noble sees them.

Recluse/Spy: Can be seen as evil or good by the Noble.

Al-Hadikhia (Demon)

Announced 2021.08.12

#experimental-how-to-run Discord content 2021.08.21

Almanac entry added 2022.02.28

Revision to v2 announced 2024.11.21

Revision to v2 implemented by TPI 2024.12.06

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Al-Hadikhia>

How to Run Al-Hadikhia v1

2021.08.12

#experimental-how-to-run Discord content

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

[PATCH - updated ability text effective 2024.12.06:

Al-Hadikhia (Demon): Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.]

How to run

Each night other than the first night, the Al-Hadikhia ~~chooses~~ [may choose] exactly three unique players. As per usual, these can be any players, dead/alive, Traveller/resident. Put the Al-Hadikhia to sleep, then announce that there is an Al-Hadikhia in play and silence is required. From now until the Al-Hadikhia activation is completed, all players must stay silent and not communicate until you announce otherwise.

In the order that the Al-Hadikhia chose, announce “The Al-Hadikhia has chosen...” and then the relevant player’s name so that all players hear. Wake that player, and ask “Do you choose to live?” They either nod or shake their head, then put them back to sleep. If they choose to live, remove their death shroud in the grimoire (if applicable) and if they choose to die, add a shroud. Repeat for the 2nd and 3rd players, announcing the same format of “The Al-Hadikhia has chosen [name]” each time. After waking the third player and taking their choice, if all three

players are alive, all three die. Announce that the time of silence has ended. It is still preferable for players to not discuss who chose to live and die during the night because it's discussing night actions during the night, but they can go back to discussing other matters. In the morning, announce who has died and who, if anyone, has come back to life through the Al-Hadikhia ability.

Note that the 1st player does not know who the Al-Hadikhia's 2nd and 3rd choices are, nor do later choices know whether the earlier choices chose to live or die. Online, this means you will need to not actually shroud the players if using clocktower.online, you will instead need to use the "Chose death" and "Chose life" reminder tokens in the tool as an alternative.

The silence is also specifically intended so that no other players can influence these decisions, so if you're playing in person you will need to clarify that this includes all forms of communication, pointing or thumbs-up/down etc are also forbidden, for example.

It's also worth noting the phrasing after the "but": "if all live, all die". As described above, the question isn't whether all three *choose* live, but whether all three *actually* live. So if, for example, a Soldier, an Empath and a Fortune Teller are chosen and the Soldier shakes their head to die and the other two nod to live, the Soldier cannot die to the Demon due to their ability, so the Soldier would live despite choosing death and the other two would live as they chose life. At the end, therefore, of the Al-Hadikhia's activation, all three would be alive, so all three should die. Again, however, the Soldier cannot die, so only the other two would now die.

It's also worth bearing in mind that the order is relevant here, so each player lives or dies in turn. This includes at the end of the process, if all three live, all three die in the order they were chosen.

As usual, any players that are resurrected through the Al-Hadikhia get any "start knowing" information, have any once per game abilities refreshed and are woken that night if their place in the night order is after the Al-Hadikhia. If a player died the same night through non-Demon means and then was resurrected through the Al-Hadikhia they would not know this, unless through an ability that varies based on it being their new first night. Bear in mind that even though they have not appeared to die publicly, their ability is nonetheless refreshed. [Setup abilities], as usual, are not repeated mid-game even if the player is resurrected.

If an Al-Hadikhia is drunk/poisoned, the Al-Hadikhia is woken to make their choices, but nothing is announced and no other players are woken.

Interesting interactions

Balloonist: ~~If resurrected by the Al-Hadikhia restarts their info from scratch.~~

[PATCH - ability text change effective 2024.06.27: this advice is moot with Balloonist v2]

Bounty Hunter: If the Bounty Hunter dies and is resurrected by the Al-Hadikhia (or anything else) they would be told an evil player when they come back to life. This may be the same as

previously or a new evil player. If the evil player the Bounty Hunter saw dies, the Bounty Hunter sees a new player and then the previously seen player comes back to life through the Al-Hadikhia, the Bounty Hunter does not see another new player when that previously seen player dies again. (For example, BH sees X on N1. D1, X is executed, N2 BH sees Y but X is resurrected by Al-Hadikhia. D2 X is executed again. N3, BH does not get a new name, their current “known” evil player is still Y.)

Cannibal: Even if the Al-Hadikhia resurrects the most recently killed executee the Cannibal still has their ability, because they are still the recently killed executee even though they are alive again. If the

Chambermaid: Does not register an Al-Hadikhia target as waking (if they wouldn’t otherwise wake), because it is due to the Al-Hadikhia ability that they’re waking.

Choirboy: Order is important, so if the King chooses to die and is able to do so, the Choirboy would be woken and told which player is the Demon, even if the Choirboy chooses to die later in the Al-Hadikhia’s selections.

Courtier: Not particularly fun to put in scripts with the Al-Hadikhia – everyone will know the Al-Hadikhia is in play by day 2 and it’s a no-brainer to pick them at that point, which is completely unbluffable by the evil team and a Courtier will thus always be confirmed and get to wipe out the Al-Hadikhia for 3 nights. Cannibal themselves is resurrected, they immediately gain the relevant ability.

Exorcist: Indistinguishable from the Al-Hadikhia being drunk/poisoned from the Town’s point of view, the Al-Hadikhia just doesn’t get to choose that night and so no announcement is made.

Farmer: There can be multiple living good Farmers if the Farmer dies (creating another Farmer) and then is resurrected by the Al-Hadikhia.

Fool/Sailor/Tea Lady: See above examples replacing Soldier with “unused Fool”/”sober Sailor”/”Tea Lady neighbour”. Note that, in the Fool’s case, an unused Fool could choose die and use their ability, then when the Al-Hadikhia activation is complete if the other two selections are also still alive, then all three would die, which would be the Fool’s second death, killing them outright.

Gambler: Does not know if they’ve died to their own ability. As a result, could gamble incorrectly and die, then be chosen by the Al-Hadikhia and choose live and therefore be resurrected and would not know whether they gambled correctly or not as the net effect is the same.

Gossip/Flowergirl/Town Crier/Undertaker/Godfather: If the relevant character is dead during the day and their ability is satisfied, then they are resurrected by the Al-Hadikhia that night, they get their info/their ability works that night. Grandmother: If the grandchild dies to the Al-Hadikhia, the Grandmother dies too, but similar to the Gambler, can then be resurrected in the same night

and therefore not know if their ability worked or not. Also, just for the fun of it I'll point this out, though I'm recommending you never give this much confirmation: A, the grandchild, could be the first Al-Hadikhia pick and choose to die, also killing the Grandmother. The Grandmother could be the second pick and choose to live, coming back to life and therefore learning a new name and character (B, the new grandchild). Innkeeper: See above examples replacing Soldier with "Innkeeper protected". Also, order again matters, so if the Innkeeper dies to the Al-Hadikhia first, their targets are no longer protected after that. Can also drunk the Al-Hadikhia, but I'd recommend against this as if there aren't many reasons for an Al-Hadikhia to be blocked then it's fairly academic to execute both Innkeeper targets and the evil team cannot bluff this with just the Al-Hadikhia ability.

Juggler: If resurrected by the Al-Hadikhia gets a completely fresh ability, so can juggle the following day and get answers that night.

Lycanthrope: If successful, prevents all deaths regardless of live/die choices by Al-Hadikhia targets, so the net effect of a Lycanthrope successful kill is that no-one can die to the Al-Hadikhia but players *can* be resurrected.

Mastermind (jinxed):

[PATCH - new jinx effective 2025.10.09: If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.]

Mathematician: If a Soldier or one of the other protective characters prevents an Al-Hadikhia kill, this registers to the Mathematician as a malfunction. It does not, however, register for the Fool if they end up dying twice to the Al-Hadikhia in the same night as the Fool ability has worked as intended. So a Fool dying twice would give a 1 to the Mathematician for the Al-Hadikhia ability but not the Fool ability.

Mayor: Can bounce an Al-Hadikhia kill from themselves to another player if they choose to die. This, like the Soldier situation, can result in all three players being alive at the end of the Al-Hadikhia activation, which can result in all three players dying. Which, again, the Mayor can bounce. So Mayor and players A and B can be chosen by Al-Hadikhia and announced to town, then Mayor says die and bounces to C, who dies, then all three should die because A and B said live and all three are therefore alive, so the Mayor can bounce again to D, leaving A, B, C and D as dying in the night despite only Mayor, A and B being announced as Al-Hadikhia targets. Obviously you should never do this as it all-but hard-confirms the Mayor and the Al-Hadikhia can't easily stop them surviving to F3, but it's a fun interaction!

Monk: Protecting an Al-Hadikhia target means they cannot die from the Al-Hadikhia but can be resurrected – resurrection is not "harmful"!

Philosopher: Again, order is relevant – Philo-drunking can be removed by being killed before the original of the character, so it's possible, for example, for a Philo-Ravenkeeper and an actual

Ravenkeeper to both be killed by the Al-Hadikhia on the same night and both get sober info, provided they're killed in that order. If the Philo dies, the ability they previously gained is lost and therefore if they are resurrected they are resurrected without any abilities other than the Philosopher. Yes, a Philo that died while they had an "even if dead" ability would maintain that ability while they are dead, however, when any character is resurrected, they are treated as being newly created, so no abilities are maintained.

Pixie: Same as Philosopher but ability-gaining rather than drunk-removing.

Poppy Grower: If killed by the Al-Hadikhia, the evil team learn each other immediately. Generally, if this isn't going to affect the other Al-Hadikhia choices, then I'd wait until after the other choices to tell the evil players, but if a Minion or, worryingly, two, have been picked by the Al-Hadikhia along with the Poppy Grower, you should tell them before waking them for their Al-Hadikhia choice as it'll affect their decision.

Preacher: If a Minion dies and is resurrected by the Al-Hadikhia, the Preacher having selected them and removing their ability is unaffected as long as the Preacher is sober/alive – the player did not stop being a Minion when they died, so the Preacher ability removal was in effect throughout. If the Preacher themselves dies and is resurrected, however, it's a fresh ability, so the Preacher needs to start over taking them to church.

Sailor: Can drunk Al-Hadikhia but as per Innkeeper, generally don't do this.

Snake Charmer: If an ex-Demon-now-SC is resurrected by the Al-Hadikhia, they are no longer poisoned as the resurrected SC is treated as a completely new instance of this character.

Barber: If killed by the Al-Hadikhia, the Al-Hadikhia should be re-woken to swap characters. This can happen part way through the waking choices if the Barber chooses to die and isn't the last player to choose life or death. However, if the Al-Hadikhia swaps themselves using the Barber ability mid-activation, the Al-Hadikhia ability would leave play and therefore no more players would be woken and live or die.

Goon: If chosen, makes the Al-Hadikhia drunk immediately and therefore instantly ceases the Al-Hadikhia ability, preventing any announcements being made.

Klutz/Moonchild: Although they might choose death on being woken for their Al-Hadikhia choice, they don't actually know if they died until it's announced in the morning as they could be protected by another character, so their choice would happen publicly in the morning.

Lunatic: If the Lunatic thinks they are the Al-Hadikhia, their choices are shown to the real Demon. Obviously this means that if the real Demon is a different Demon, the Lunatic will find out immediately.

Sweetheart: Makes someone drunk as soon as they die. So could drunk a character that dies

later within the AI-Hadikhia choices or, technically, the AI-Hadikhia themselves, immediately ending the AI-Hadikhia activation at that moment but generally don't do this as it confirms the Sweetheart as good as well as wiping out the Demon ability.

Tinker: Technically can choose to live for their AI-Hadikhia choice, then die before the other players have made their choices, ensuring that one of the three is dead and preventing an "all three die" situation. However, I can't see a situation where you'd allow this because either a) the Tinker will generally be happy to say die or b) why would you be so harsh to an AI-Hadikhia who was about to get a successful triple kill? (which I can confirm isn't exactly common!)

Mastermind: jinxed - ~~"Only 1 jinxed character can be in play. Evil players start knowing which player and character it is."~~

[PATCH - updated jinx effective 2024.06.27:

AI-Hadikhia / Mastermind

- **Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
- **Current** → If the AI-Hadikhia dies by execution, and the Mastermind is alive, the AI-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.]

Pit-Hag: If a new Demon is made and one of the two is an AI-Hadikhia and you don't immediately choose to kill the AI-Hadikhia before they wake, you can wake the AI-Hadikhia, take their choices and do the normal announcement/choice process, but can choose to kill or protect anyone throughout the process using the Pit-Hag ability. Note that it's generally a good idea to kill the AI-Hadikhia if they or a second Demon in an AI-Hadikhia game are created by the Pit-Hag as otherwise they can resurrect the other Demon relatively easily and have two living evil Demons.

Scarlet Woman: jinxed - ~~"If there are two living AI-Hadikhias, the Scarlet Woman AI-Hadikhia becomes the Scarlet Woman again."~~ – i.e. if the Scarlet-Woman-turned-AI-Hadikhia resurrects the AI-Hadikhia, they revert to being the Scarlet Woman rather than staying the Demon themselves as well.

[PATCH - updated jinx effective 2025.10.09:

- **Previous** → If there are two living AI-Hadikhias, the Scarlet Woman AI-Hadikhia becomes the Scarlet Woman again.
- **Current** → If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.]

Widow: If resurrected by AI-Hadikhia, immediately wakes to see the grimoire and choose a player to be poisoned. This does not *have* to happen in between the AI-Hadikhia kills, but should if their choice of poison could affect what happens when the other players selected by the AI-Hadikhia that night make their choices. A good player should also be told that a Widow is in play.

Barista: Please don't Barista-double an Al-Hadikhia. But if you were insane enough to do so, the entire choosing process and killing would happen twice, from the Al-Hadikhia choosing 3 players and those players deciding live/die etc through until the end of the activation, then back to the start and do it all again. True/sober/healthy doesn't affect the running of the Al-Hadikhia ability unless they would otherwise have been poisoned/drunken. If a player affected by Barista doubling is selected by the Al-Hadikhia, they do not choose twice, as their ability is doubled, not the Al-Hadikhia's ability.

Storm Catcher: The Storm Caught player can be picked by the Al-Hadikhia but cannot die as a result. However, this can be a way to force a good player who doesn't want to die to do so, because you can reduce the field to the Storm Caught player and two characters who don't want to die, one of whom is going to have to choose to do so or both of them will instead.

How to Run Al-Hadikhia v2

2024.11.21

"Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die."

The word "may" has been added, which means that the Al-Hadikhia can now choose not to act at night. When this happens, no Storyteller announcement is made about silence or about the Al-Hadikhia being in play. The night progresses without any indication that the Demon is still alive.

This improvement will allow the Demon to pretend to be dead, drunk, or poisoned, which will be necessary for some upcoming character combinations.

Al-Had Supplement / Naming Notes

2021.08.21

Hey all, so I've mentioned a few times there's a story behind the name. See below, mostly as described by Evin with some light editing on my part: The name roughly translates from Arabic as 'The Garden'. Steven originally meant it as a portmanteau of the Arabic word for 'quiet' (or 'calm') and 'choice', which are 'Hadi' and 'Khar' respectively. So, essentially, Steven was going for 'The Quiet Choice' and named the role 'Al-Hadikhia'. When I first looked this up, I always thought Steven had intended it to be a translation of 'The Garden'. When, one day, I launched into a short spiel about how much I liked the name, and how I interpreted the demon as spectrally ushering souls into an ethereal garden, where each could choose to stay in the garden or return to the living, Steven asked me what I was talking about. He had no idea that the name he'd chosen translated as that, but certainly wasn't displeased when he found out.

Accidental win! More fun stuff: If he'd gone for the direct portmanteau of 'Hadi' and 'Khar' and named the role 'Al-Hadikhar', then (according to Google Translate) the English meaning would be 'iron conquers'. Probably not as thematic.

Golem (Outsider)

Announced 2021.08.26

#experimental-how-to-run Discord content 2021.08.26

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Golem>

#experimental-how-to-run Discord content

Golem (Outsider) Ability: You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

How to run

If the Golem nominates a non-Demon, that nominated player dies immediately and the Golem may not nominate in future – place their reminder token accordingly and continue the nomination and voting process. If the Golem nominates the Demon, merely place the Golem's reminder token and continue the nomination and voting process without any other confirmation. Regardless of whether the nominee dies, the Golem may not attempt to nominate again.

Note that the Golem's nominee is not executed, so no execution interactions are involved, they merely die. This does not supercede any abilities that prevent death.

The Golem *can* nominate themselves and kill themselves, at least indicating that they're the Golem, though this would be indistinguishable from a Witch kill.

If the Golem is drunk or poisoned when they nominate, the nominee does not die regardless of their Demon/non-Demon status, but the Golem's one nomination is still used. Technically the Golem can nominate a second time if they're drunk/poisoned on a day after they've previously used their first nomination. However, much like the Butler, the Golem may not nominate a second time deliberately to try to test whether they're drunk/poisoned after they've used their once per game nomination. If they do, you can either allow or disallow this. Personally, if the Golem has killed with their first nomination and confirmed themselves as a result, I would generally disallow it as you're not confirming anything the good team didn't already know (with a few times where you allow it to throw doubt on whether they were drunk/poisoned or not). If the Golem did not kill with their first nomination, you can allow it, as it just makes them look more evil.

Interesting interactions

Fool/Sailor/Tea Lady/Storm Catcher: Can all prevent death from the Golem in the relevant circumstances.

Goon: Is not being selected at night, so does not drunk the Golem, the Goon just dies whatever alignment they are at the time.

Pacifist/Devil's Advocate: Cannot protect the Golem nominee as it's not the execution that's killing them.

Recluse: Can register as the Demon and not die to the Golem.

Tinker: Can die at the relevant moment and simulate Golem.

Witch: If the Golem is cursed by the Witch, is sober/healthy and nominates a non-Demon, both players would die immediately.

Barista: The Golem is still limited to only nominating once per game even if affected by the Barista double, but when they nominate, that player dies twice. So the Barista-doubled Golem could kill an unused Fool completely in one nomination. If the Golem has already used their one nomination, the Barista has no effect on them.

Fearmonger (Minion)

Announced 2021.09.09

#experimental-how-to-run Discord content 2021.09.09

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Fearmonger>

#experimental-how-to-run Discord content

Fearmonger (Minion) Ability: Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

How to run

Each night, the Fearmonger chooses a player, mark that player with the “Fear” reminder token. Announce that “A player has been chosen with the Fearmonger ability” to the whole group, not specifying which player it is, merely that a player has been chosen. On future nights, if the Fearmonger chooses the player with the “Fear” reminder token, make no announcement, but if the Fearmonger chooses a player without it, move it and make the announcement again. If at any point the Fearmonger nominates the player with the “Fear” reminder token and that player is executed as a result of that nomination, that player’s team loses, the other team wins. If the “Fear”-marked player is nominated and executed, but the Fearmonger did not do the nomination, nothing happens and the game continues. If the “Fear”-marked player is executed but not due to a nomination, nothing happens and the game continues. If the “Fear”-marked player is already dead or cannot die for any reason but is nominated by the Fearmonger and executed, that player’s team loses even though they didn’t die from the execution.

It doesn’t matter who the Fearmonger’s target is, regardless of whether they’re Town/Outsider/Minion/Demon, drunk or sober, dead or alive: if they’re executed when nominated by the Fearmonger, their team loses. Note that Travellers, however, are pointless for the Fearmonger to choose as Travellers are never nominated for execution, only exile, so it’s not possible for the Fearmonger to nominate them and get them executed from that nomination, even though abilities such as the Cerenovus can technically cause a Traveller to be executed.

As per usual rules for characters that choose players, if the Fearmonger is drunk/poisoned when they choose a player, that choice is ignored, no announcement is made and their ability has no effect the following day, even if they sober up before the nomination/execution. If they are sober/healthy when they choose, an announcement is made as applicable, then if they are drunk/poisoned after they've chosen, their choice still stands if they sober up before nomination/executions and they can end the game if they nominate and execute their target.

Interesting interactions

Barista: If the Barista double effect is on the Fearmonger, they can pick two players that night and nominating and executing either of them the following day will end the game. Note this could potentially result in two announcements of the Fearmonger selecting new players, so Fearmongers will want to be careful in this situation not to reveal the Barista is evil and the Fearmonger has two selections that night!

Bishop: Completely neutralises the Fearmonger as the Fearmonger cannot nominate in order to satisfy their ability, so avoid this combination.

Bounty Hunter/Cult Leader/Goon/Mezephales: Fearmonger has to be wary, don't want to accidentally pick the evil Townsfolk/turned evil player and have their ability go off!

Evil Twin: The Fearmonger could pick the good twin and nominate and execute them, in which case evil would be winning two different ways concurrently!

Goblin: If the evil Goblin is the Fearmonger's target and the Fearmonger ability is satisfied, both good and evil win therefore good wins by winning ties.

Judge: Evil Judge/Fearmonger is a truly terrifying combination, to the point of being broken, as the Judge can force through whatever nomination the Fearmonger makes even if it gets literally zero votes. I would recommend not having Judge as an option for a Traveller with a Fearmonger script.

Mutant/Cerenovus: If the Mutant/Cerenovus target is the Fearmonger's choice, they still need to be executed as a result of the Fearmonger's nomination, not a madness execution.

Politician: If they were to somehow find out they were the Fearmonger's target, campaign for their own execution and successfully proc the Fearmonger ability, I would rule that the evil team wins as the Politician is, at the time, on the good team. Then, post-game, I would happily confirm that the Politician wins with evil. Seems slightly contradictory, but I believe the order of events is such that this is correct.

Poppy Grower: Similarly, the Fearmonger is probably better off not nominating in a Poppy Grower game until they know who their evil team is, in case they proc their ability on a fellow Minion!

Recluse: Can allow either team to win if Fearmonger-executed, but, ya know, Fearmonger wins are rare, so let evil have it!

Revolutionary: See Recluse/Spy re registering falsely if executed.

Scapegoat: Could steal the execution from the Fearmonger target and prevent the game ending, but you really shouldn't do this, that evil team has presumably worked hard to get the Fearmonger target executed and deserve the win!

Spy: Much like Recluse, can allow either team to win. However, it'd be harsh on good to register the Spy as good and make evil win, so I'd generally make evil lose if the Fearmonger gets the Spy executed.

Sweetheart: Cannot drunk the Fearmonger on execution and prevent the Fearmonger win if the Sweetheart was the Fearmonger target, the Sweetheart's team will just lose before the drinking happens.

Witch: If the Fearmonger dies on nomination, their ability is no longer in effect so they cannot win/lose posthumously.

Puzzlemaster (Outsider)

Announced 2021.09.23

#experimental-how-to-run Discord content 2021.09.23

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Puzzlemaster>

#experimental-how-to-run Discord content

Puzzlemaster (Outsider) Ability: 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.

How to run At the start of the game, place the Puzzlemaster "Drunk" reminder token next to another player. This is most likely to be a Townsfolk, although it's legitimate to be any character type. It's very unlikely to be a Minion or Demon (given how Outsiders should be hindering the good team, not evil) and usually nigh impossible to guess if it's an Outsider, depending on the other Outsiders on the script. If a Traveller has been in the game from the very start, it's technically legitimate to make them the Puzzlemaster drunk, but it's usually very obvious and not particularly fun or interesting for anyone concerned.

This player does not know they are drunk. This player is drunk the entire game, regardless of whether the Puzzlemaster is alive or dead. Once per game, the Puzzlemaster may guess publicly or privately who is drunk due to their ability. If they do so, place the "guess used" reminder token next to their character token. Whatever their guess, the Storyteller privately tells the Puzzlemaster the name of one player. If the guess was correct, this will be the name of the

Demon. If incorrect, this will be the name of another player. There is no indication given as to whether the guess was correct or incorrect. If someone who is not the Puzzlemaster claims to make a Puzzlemaster guess, the Storyteller should speak to them privately, but should not offer any actual names in this conversation.

Note that the correct name must not be given to the Puzzlemaster if they guess incorrectly, the ability specifically requires false info if they guess wrong. So if the Puzzlemaster is truly baffled as to who to guess and thinks they're about to die, they might as well guess themselves, then they'll at least be told a player that's not the Demon. Of course, a ST should almost always give a dead/already-known-not-Demon player (or the Puzzlemaster themselves) in this case.

Note that a Puzzlemaster must guess the player who is drunk due to the Puzzlemaster ability, not the Drunk or someone who is drunk for another reason. As a result, it's generally recommended to keep the amount of drunk/poison in the script to a minimum to give the Puzzlemaster a fighting chance!

The Puzzlemaster is phrased as "the Demon", so the player shown should be an alive Demon if possible. If there are multiple living Demons, the ST can pick which one to show to the Puzzlemaster.

If the Puzzlemaster themselves is drunk/poisoned, their own drunkenness inflicted on someone else is removed for the duration and if the Puzzlemaster uses their guess in this time, the guess is used and the Storyteller can tell the Puzzlemaster any name they like, regardless of whether the guess was true or false.

Interesting interactions

Acrobat: ~~Will die if neighbouring a good, living Puzzlemaster drunk, so can offer a great clue.~~
[PATCH - ability text change effective 2024.10.18: this advice is moot with Acrobat v2]

Al-Hadikhia/Shabaloth: If the Puzzlemaster is resurrected, the player the Puzzlemaster is drinking may change but the Puzzlemaster also gets a fresh guess, as resurrection is treated as a fresh iteration of the character.

Barista: If Barista 1 affects the Puzzlemaster drunk, they are sobered. The Puzzlemaster drunkenness is not moved elsewhere. If Barista 1 affects the Puzzlemaster, they would be told the correct Demon player regardless of whether they got their drunk guess correct – STs should probably not do this accordingly... If the Barista double affects the Puzzlemaster, they get two guesses about who they are making drunk that day if they haven't guessed yet (learning a player for each guess) or a second guess if they already have.

Cannibal: If the Puzzlemaster is executed, the Cannibal gains their ability and makes someone drunk until someone else is executed and dies. During this time, the Cannizzlemaster can guess the player that's newly been made drunk and be told the Demon. As with the standard Puzzlemaster, this must be the player who's drunk from the Cannizzlemaster and not the

original Puzzlemaster or another source. If the Cannizzlemaster dies other than through execution they will continue to make a player drunk even in death for the rest of the game.

Vortex: In a Vortex game, the Puzzlemaster's information as to who is the Demon is unaffected, because the Puzzlemaster is an Outsider and is thus exempt from Vortex-false info.

Alchemist (Townfolk)

Announced 2021.10.07

#experimental-how-to-run Discord content 2021.10.07

Almanac entry added 2022.02.28

Revision to v2 announced 2024.11.16

Revision to v2 implemented by TPI 2024.12.06

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Alchemist>

How to Run Alchemist v1

#experimental-how-to-run Discord content

Alchemist (Townfolk) Ability: ~~You have a not-in-play Minion ability.~~

[PATCH - ability text change effective 2024.12.06:

Alchemist (Townfolk):

- **Previous** → You have a not-in-play Minion ability.
- **Current** → You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.]

How to run

On their first night, wake the Alchemist, show them the “you are” card and the character token of a ~~not-in-play~~ Minion. Swap the Alchemist token with ~~this~~ [a] Minion token, putting the Minion token upside down to remind you their alignment is the inverse of the token colour (or, on clocktower.online, mark them with a “Good” reminder token). Put the “Is the Alchemist” reminder token next to the Minion token. The Alchemist has this Minion ability from now on. They wake as if they were the Minion, make choices as if they were the Minion and affect the game as if they were the Minion. However, they are not a Minion, they are the Alchemist, so alignment, character and character type detectors detect good, Alchemist and Townfolk respectively and things that affect Minions specifically do not affect the Alchemist. They also do not wake for Minion info because they are not actually a Minion, nor are they shown to the Demon in Demon info.

~~Functionally, the Alchemist should be treated as having "the ability of a not-in-play Minion" rather than "a Minion ability that is not in play". Therefore if there is an Apprentice, the Alchemist and the Apprentice can both have the same ability, they are not blocking each other by making a Minion ability be in play.~~

Note that the Alchemist has this ability from setup, when you decide what Minion ability they will

have, so [square brackets] in an Alchemist ability are in effect, i.e. an Alchemist Baron or Godfather will affect the Outsider count etc.

The Alchemist night order location is going to need to be adjusted on the fly by the ST to match their ability. The night order location they have on N1 is in case they are given the Poisoner ability and need to be able to poison first. If they gain other Minion abilities, their night order location should be adjusted so that they are identically droisonable as the source Minion whose ability they're gaining.

If an Alchemist dies and is resurrected or is swapped, the Minion ability possessed by the new Alchemist may change ~~if there is more than one not in play Minion available~~.

If an Alchemist is drunk/poisoned on N1, they can (but don't have to) be told that they have a different Minion ability to the one they actually have, which may or may not be in play. For as long as they are drunk/poisoned they should be woken as though they have this ability. If they do not start drunk/poisoned but become drunk/poisoned during the game, it's easiest to just leave them thinking they have the Minion ability they were told, but for it to no longer function. It is, however, legal to tell them they now have a different Minion ability assuming that's feasible (see Pit-Hag interaction below).

In a Vortex game, the Alchemist would have to learn ~~an in-play [a] different Minion ability: learning which Minion is out of play is regarded as information and therefore should be falsified~~. They would, however, be woken to make choices as per the ability they actually have, not the one they were told, so might be able to work this out.

Interesting interactions

Apprentice: Can gain the Alchemist ability and then gain a Minion ability while good.

Bounty Hunter: Can make the Alchemist evil, to go full circle to have the Minion ability go back to being used by evil.

Cerenovus: The process is no different whether someone is made mad by the Cerenovus or the Alchenovus, they're still shown the Cerenovus token and the token they are mad as.

Chambermaid: The Alchemist wakes on N1 due to their ability to find out what Minion ability they have, after that it depends on which Minion ability they got.

Evil Twin: The "opposing twin" would be an evil player. If the good Twinchemist is executed, evil wins.

Fearmonger: The announcement is the same as for the Fearmonger – "A player has been chosen with the Fearmonger ability".

Goblin: Very technically RAW, the Goblin ability specifically requires the Alchoblin to claim

Goblin, not Alchemist Goblin in order to win when executed. Realistically, it's pretty harsh to not allow these to be treated as the same thing.

Legion: The Alchemist cannot get the Legion ability – Legion doesn't register as a Minion until it's in play.

Lil' Monsta: ~~If LM is in play and therefore there are no out of play Minion abilities available, It's not the end of the world if the Alchemist duplicates an in-play ability. Generally, it's better to just make sure there's 5+ Minions on an Alchemist/Lil' Monsta script to avoid this scenario. The Alchemist is not a Minion, so does not wake to choose the babysitter for the Lil' Monsta.~~
[PATCH - ability text change effective 2024.12.06: this advice is moot with Alchemist v2]

Marionette: ~~Don't make the Alchemist the Marionette if you can avoid it, it's not fun or interesting. In both cases (Alchemist who gains the Marionette ability or Marionette who thinks they're the Alchemist) the only resolution I can see is to just treat them as a poisoned/drunk Alchemist and tell them the wrong ability and not have it affect anyone. In both cases the Demon would learn who the Marionette is and would be their neighbour. If it's an Alchemist with the Marionette ability, the Demon would immediately know this as they wouldn't have been shown them as a Minion during Demon info.~~

[PATCH - jinx update effective 2025.07.18 -

Marionette - An Alchemist-Marionette has no Marionette ability & the Marionette is in play.]

[Mastermind:]

[PATCH - jinx update effective 2025.07.18 -

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.]

Pit-Hag: If the Pit-Hag creates the Minion that the Alchemist has the ability of, the Alchemist would change ability if there is still an out-of-play Minion ability available. If there is no out-of-play Minion ability remaining, the Alchemist could either keep the same ability or change to a different in-play ability. If an Alchemist ever changes ability, they should be told – I'd recommend showing the "you are" token, followed by the Alchemist token and new Minion token.

Spy/Widow: ~~jinxed – "The Alchemist cannot have the Spy/Widow ability."~~

[PATCH – Stephen Medway jinxes announced 2024.06.06:

- ~~**Spy / Alchemist:** The Alchemist with the Spy ability sees the characters in the Grimoire, but not reminders, night tokens etc. Only the Alchemist and one other character are correct.~~
- ~~**Widow / Alchemist:** The Alchemist with the Widow ability sees the characters in the Grimoire, but not reminders, night tokens etc. Only the Alchemist and one other character are correct.]~~

[PATCH – jinxes update effective 2024.12.06:

- ~~**Alchemist / Spy:** If the Alchemist has the Spy ability, they do not see the Grimoire, and the real Spy cannot register falsely.~~

- **Alchemist/Widow:** If the Alchemist has the Widow ability, they do not see the Grimoire.]

~~[PATCH - jinx update effective 2025.07.18 -~~

~~Spy - If the Alchemist has the Spy ability, they do not, and a Spy is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.~~

~~Widow - If the Alchemist has the Widow ability, they do not, and a Widow is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Alchemist has the Spy ability, they do not, and a Spy is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
- **Current** → An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.]

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Alchemist has the Widow ability, they do not, and a Widow is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.
- **Current** → An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.]

How to Run Alchemist v2

2024.11.16

The Alchemist ability is getting an update:

“You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.”

Whenever the Alchemist player makes a choice, such as choosing a player or character, the Storyteller can shake their head or otherwise prompt the Alchemist player to make a different choice. The original choice does not count. The Storyteller may do this multiple times per game, but it is recommended to only do this once, maybe twice per game, and some games not at all.

This will keep the core idea of the Alchemist, while preventing the Alchemist from single-handedly winning the game without the input from the rest of the good team, such as choosing the Demon via the Poisoner, Assassin, Pit-Hag, Vizier abilities etc.

It will also allow the Storyteller to provide some pseudo-misinformation to the Alchemist player (while also helping the Alchemist) by prompting for a rechoose when the Alchemist has chosen a good player.

Some jinxes have changed:

Alchemist-Vizier: Removed

This is no longer needed since the Storyteller can prompt the Vizier to rechoose whether they auto-execute.

~~**Alchemist-Widow: "If the Alchemist has the Widow ability, they do not see the Grimoire."**~~

~~An Alchemist-Widow chooses a player to poison, and a good player learns that the Widow is in play.~~

~~**Alchemist-Spy: "If the Alchemist has the Spy ability, they do not see the Grimoire, and the real Spy cannot register falsely."**~~

~~With an Alchemist-Spy in play, the real Spy must register as evil, and as the Spy. Since the Alchemist-Spy can register as a Townsfolk or Outsider, they may appear as a different good character to the Spy when the Spy sees the Grimoire.~~
[jinx updates included above]

Alchemist v2 Supplement

2024.11.18

Original Reddit post: [New Alchemist \[v2\] & the Game Design Process](#) by Jams

Google Drive mirror: [New Alchemist \[v2\] & the Game Design Process - Reddit Scrape](#)

Engineer (Townsfolk)

Announced 2021.10.21

#experimental-how-to-run Discord content 2021.10.21

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Engineer>

#experimental-how-to-run Discord content

Engineer (Townsfolk) Ability: Once per game, at night, choose which Minions or which Demon is in play.

How to run Each night , if they have not yet used their ability, wake the Engineer. If they shake their head, put them back to sleep. If they point to a Demon, put the Engineer back to sleep, place the “No Ability” reminder token next to the Engineer, and swap the extant Demon token for the chosen Demon token. Wake the Demon and show them the “You are” info token and their new character token. Similarly, if they point to Minion(s) on the character sheet, put the Engineer back to sleep, place the “No Ability” reminder token next to the Engineer, swap the Minion tokens accordingly and wake the relevant Minions one by one to learn their new characters. The Engineer only gets to choose one of these two options, either changing the Minions or changing the Demon, not both.

Players maintain their character types! Thus, the Demon player remains the Demon, even though they have likely changed what Demon character they are. The Engineer does not allow for the Storyteller to change which player is the Demon to one of the Minions or vice versa. If the Engineer chooses too many or too few characters, the Storyteller changes as many characters as is fair or feasible, they do not correct the Engineer’s number of choices. (This allows the Storyteller to avoid confirming to the Engineer that, for example, a Lil’ Monsta is in play or the Pit-Hag has changed a Minion into a Townsfolk, if they would otherwise have had to ask the Engineer for additional or fewer Minion choices.)

If they choose a Minion that is already in play, that player stays the same character, even if multiple Minions are in play and it would theoretically be possible to change. So if the Poisoner & Baron are in play and the Engineer chooses Baron & Scarlet Woman, the Baron player keeps the Baron character and the Poisoner changes to the Scarlet Woman.

This changing of characters counts as the Demon/Minion abilities leaving play and re-entering play, so all abilities are reset by this process – any once per game abilities are fresh, any “start knowing” info is given immediately and any persisting effects cease. If a character does not change due to already being in play, its ability is not reset (i.e. Engineer choosing Assassin when there is a spent Assassin in play does not give the Assassin a second use of their ability). As usual, however, any effects in square brackets do not happen if the relevant character is introduced mid-game.

It is important to note that the Engineer changes Minion or Demon characters, regardless of alignments. If, for any reason, there is an evil player that is not a Minion or a good-aligned player with a Minion character, those players would not and would be changed respectively.

If the Engineer is drunk/poisoned when they choose to use their ability, nothing happens and the Engineer has used their ability, they are no longer woken.

Interesting interactions

Alchemist: ~~The Engineer choices could cause the Alchemist to now have an in-play Minion ability, therefore requiring an Alchemist ability change to a not in-play ability. Otherwise, an Alchemist is not affected by an Engineer, as they are not themselves a Minion, they just have a Minion ability.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Alchemist v2]

Chambermaid: Minions/Demons waking to learn their new character do not register to the Chambermaid, only if they wake due to their new ability.

Fang Gu/Imp: If there are multiple copies of the same Demon when the Engineer picks, all Demon players change character.

Legion: "Legion and the Engineer can not both be in play at the start of the game. If the Engineer creates Legion, most players (including all evil players) become evil Legion."

Lil' Monsta: If the Engineer chooses another Demon when Lil' Monsta is in play, the current babysitter becomes that Demon instead of whatever character they were previously. If the Engineer chooses for Lil' Monsta to be in play, the former Demon becomes a not-in-play Minion and is babysitting Lil' Monsta.

Marionette: If a Marionette is brought into play by the Engineer, they wouldn't have to neighbour the Demon. The now-Marionette would not be shown that they are the Marionette, but would instead be shown "You are" and any Townsfolk or Outsider token. If a Marionette is changed into another Minion by the Engineer, they would be shown "You are" and their new Minion character. In both cases, they would be told nothing about their alignment as it has not changed.

Po: If a non-waking Demon is turned into the Po by the Engineer, they do not get a triple kill that night. The Po phrasing is specifically "your last choice was no-one" – the Demon has to actively choose no-one in order to satisfy the Po ability, just not getting to choose anyone does not.

Preacher: If the Preacher has already hit a Minion that is then changed by the Engineer, the Minion learns about their character change but is also still affected by the Preacher, so does not have the ability of their new character.

Recluse: Can technically register as a Minion/Demon and be changed by Engineer or affect which characters are changed... Just don't, the Recluse is an Outsider.

Spy: Can register as not a Minion and keep their ability despite an attempted Engineer swap.

Vigormortis: If changed by the Engineer to another Demon, any killed Minions lose their abilities and their neighbours stop being poisoned immediately.

Widow: If brought into play by the Engineer, a good player would learn of the Widow that night.

Zombuul: if changed from the Zombuul to another Demon after having appeared to die once, they continue to appear as dead on the town square, but register as alive for all other purposes.

Riot (Demon)

Announced 2021.11.04

#experimental-how-to-run Discord content 2021.11.04

Almanac entry added 2022.02.28

Revision to v2 announced 2024.11.09

Revision to v2 implemented by TPI 2024.12.06

Almanac entry updated 2024.11.15

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Riot>

How to Run Riot v1

#experimental-how-to-run Discord content

~~Riot (Demon) Ability: Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]~~

[PATCH - ability text change effective 2024.12.06:

Riot (Demon):

- **Previous** → Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]
- **Current** → On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.]

How to run

~~When setting up the game, put no Minion tokens into the bag. Instead, replace the relevant number of Minion tokens with Riot tokens. On the first night, there are no Minions, so skip Minion info. Instead, wake all Riot during the Demon info step and allow them to make eye contact, then show all of them three bluffs.~~

~~From now on, [On Day 3, replace all Minion tokens with Riot tokens.]~~ Any time a player is nominated, they die immediately. Declare they are dead and mark them accordingly (after the first Riot nomination, a dead player should try to keep the town square up to date as nominations go around to make it easier to tell who is dead for players nominating). That player may nominate immediately, but you should count down on your fingers “3...2...1...”. If they do not nominate in time, nominations are over for today, put everyone to sleep. If they do nominate, repeat the process for each new nominee until **[the game is over]** ~~either the game is over or someone declines to nominate and you go to night.~~

~~On the third day, if a player declines to nominate, the Storyteller either nominates on their behalf or declares that player's team loses. Note that the point of this clause is not to allow players to game the system and force the ST to nominate on their behalf to get information, it's to obligate players to nominate, so please don't try to take advantage of this.~~ If, as a Storyteller, you think one team/player is trying to manipulate this situation, end the game in the other team's favour instead and I would recommend having a conversation with your players about playing in the spirit of the game rather than trying to game the system.

~~If there are just three players alive when the third day nominations begin, the group chooses which player nominates first. In person, allow some discussion as you normally would before nominations, then run a Boondandy style "on the count of three, everyone point at the person you want to nominate first" vote, then the person with the most pointing at them gets to nominate. Online, you can run 3 quick votes, one on each person, with the one getting the most votes nominating.~~ Dead players may not be nominated at any point in a Riot game.

If a player who has already nominated is nominated, the Riot ability supercedes the standard game rule that they may not nominate twice, so they may nominate again. However, the game rule that a player may only be nominated once each day still applies.

Calling for the exile of a Traveller does not kill them immediately. Riot only affects nominations, so a Traveller exile vote should be run as normal. There should be no interruptions once a Riot nomination train is rolling, so all calls for Traveller exiles should occur before nominations open.

If a single Riot player is drunk/poisoned with other living Riot, this has no effect, the other Riot abilities in play still enforce Riot nomination rules. However, if every single living Riot player is drunk/poisoned, there is no Riot ability in play causing Riot nomination deaths to happen, so nominations and voting occur as usual. ~~If it is past day 3 and any single Riot sobers up, evil wins immediately.~~

Interesting interactions

Atheist (jinx):

[PATCH - new jinx effective 2025.10.09: During a riot, if the Storyteller is nominated, players vote. If they are "about to die", the game ends. If not, they nominate again.]

Balloonist: ~~Can only ever get a maximum of three nights of info, which is fortunate, given that there should never be Minions in a Riot game, so they should get one Town, one Outsider and one Riot if they survive long enough!~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Barber: Like any Demon that has multiple players, the ST picks a living Demon to make the Barber swap.

Barista: No effect on Riot from Barista 1, Barista 2 means nominees die twice if possible, so one nomination could kill a Fool. Note this does not have to be the Barista-doubled Riot that nominates the Fool, any player nominating a Fool with a Barista-doubled Riot in play would kill them twice.

~~Beggar/Bishop/Bureaucrat/Butcher/Gunslinger/Judge/Scapegoat/Thief/Voudon: Largely pointless in a Riot game, I'd avoid using them. They're not specifically jinxed and for some of them you could absolutely come up with ways to make them work with a house rule, but I'd generally avoid them. Not least because Riot games are quick so there's generally not any need for players to travel in or away.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Riot v2]

Butler: ~~jinx — "The Butler can not nominate their master."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Cannibal: ~~jinx — "Players that die by nomination register as being executed to the Cannibal." Therefore the Cannibal's "most recently executee" becomes the last player to die to nomination that day.~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Clockmaker: ~~jinx — "Riot registers as a Minion to the Clockmaker." Steven has confirmed that, contrary to our prior understanding, for LM/Legion/Riot these would all entail showing the Clockmaker the *smallest gap*~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Courtier: If the Courtier picks Riot, precisely one Riot player is made drunk, which Riot player is chosen by the Storyteller.

Damsel: ~~jinx — "Riot registers as a Minion to the Damsel." i.e. Riot are all told about the Damsel being in play and any Riot may claim to be a Minion and guess who the Damsel is.~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Devil's Advocate: ~~jinx — "Players that die by nomination register as being executed to the Devil's Advocate."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Engineer: ~~jinx — "Riot and the Engineer can not both be in play at the start of the game. If the Engineer creates Riot, the evil players become Riot."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Exorcist: ~~jinx — "Only 1 jinxed character can be in play."~~

[PATCH - jinx update effective 2024.12.06:

- ~~Previous → Only 1 jinxed character can be in play~~
- ~~Current → If the Exorcist chooses Riot on the 3rd night, Minions do not become Riot.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Exorcist chooses Riot on the 3rd night, Minions do not become Riot.
- **Current** → If Riot nominates and executes the Exorcist-chosen player, good wins.]

Farmer: ~~jinx — "If a Riot player nominates and kills a Farmer, the Farmer uses their ability tonight."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates and kills a Farmer, the Farmer uses their ability tonight.

- **Current** → Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.]

Flowergirl: ~~jinx — "Only 1 jinxed character can be in play."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Fool: If nominated in a Riot game, uses their first death, but must still nominate again. (i.e. "I nominate Fool player", "player does not die, who do you nominate? 3...2...1..." etc)

Golem: ~~jinx — "If the Golem nominates Riot, the Riot player does not die." This is because if the Golem is nominated in the middle of a chain, they die immediately, i.e. before their nomination, so their ability would not be in effect when they nominate and therefore the Golem has no ability in a Riot game — hence the jinx. If the Golem is the first nominator of the day (using up their once per game nomination) and then is later nominated, they can nominate a second time to carry on the chain, because they are dead immediately on being nominated, so the Golem nomination restriction ability is no longer in effect.~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Goon: Cannot generally be turned evil in a Riot game as they are only turned by night choices, so they are entirely on the good team in the absence of something else turning evil, but can still make other good players drunk.

Grandmother: ~~jinx — "If a Riot player nominates and kills the grandchild, the Grandmother dies too."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates and kills the grandchild, the Grandmother dies too.
- **Current** → If Riot is in play and the Grandchild dies during the day, the Grandmother dies too.]

Innkeeper: ~~jinx — "If a Riot player nominates an Innkeeper-protected-player, the Innkeeper-protected-player does not die."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates an Innkeeper-protected-player, the Innkeeper-protected-player does not die
- **Current** → If Riot is in play, the Innkeeper-protected player is safe from all evil abilities.]

Investigator: ~~jinx — "Riot registers as a Minion to the Investigator." So an Investigator would be woken and shown two players, one of which is Riot, and any Minion token.~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

King: ~~All Riot learn who the King is as they all register as Demons. Jinx — "If a Riot player nominates and kills the King and the Choirboy is alive, the Choirboy uses their ability tonight." This applies even if the Choirboy dies later the same day before learning their information. This~~

~~jinx is on the King rather than the Choirboy to draw Riot's attention to the fact that it's nominating the King that will trigger the jinx, not nominating the Choirboy.~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates and kills the King and the Choirboy is alive, the Choirboy uses their ability tonight.
- **Current** → If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.]

Klutz: Riot is all about high-pressure quick choices, so you should let your players know they will need to make those same quick choices if they die as the Klutz (foregoing the usual period for town to discuss who they should pick). I would announce they've died, then start the usual 3 second count for a Riot nomination, during which they should claim Klutz and pick a player, you as Storyteller can then confirm that the game continues or doesn't as applicable, then restart the 3 second Riot nomination countdown.

Lunatic: ~~All Riot learn who the Lunatic is and who they pick. On a Riot + Lunatic script, you should wake each Riot player individually to give them their bluffs, the Lunatic's identity if applicable and their other demon players. Otherwise the Lunatic knows if they're the Lunatic or not immediately.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Riot v2]

Lycanthrope: Doesn't prevent deaths during the day, only during the night.

Magician: ~~If the Magician is in play, Riot don't wake together. They are woken one by one and shown who their fellow Riot are, including the Magician.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Riot v2]

Mayor: jinx – “If the 3rd day begins with just three players alive, the players may choose (as a group) not to nominate at all. If so (and a Mayor is alive) then the Mayor's team wins.”

[PATCH - jinx update effective 2024.12.06:

- **Previous** > If the 3rd day begins with just three players alive, the players may choose (as a group) not to nominate at all. If so (and a Mayor is alive) then the Mayor's team wins.
- **Current** > The Mayor may choose to stop nominations. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.]

Minstrel: ~~jinx — “Only 1 jinxed character can be in play.”~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Monk: ~~jinx — “If a Riot player nominates the Monk-protected player, the Monk-protected player does not die.”~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates the Monk-protected-player, the Monk-protected-player does not die.
- **Current** → If Riot is in play, the Monk-protected player is safe from all evil abilities.]

Moonchild: See Klutz

Pacifist: ~~jinx—"Players that die by nomination register as being executed to the Pacifist."~~
[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Philosopher: ~~First up, probably don't put a Philosopher in a Riot script unless you're prepared for jinxes to happen. Secondly, think carefully about other characters you put on the script if Riot and Philosopher are both on there. If you insist on doing it anyway, I have ruled (and Steven has confirmed he's happy with this ruling) that if the Philosopher picks a character that is not both in-play jinxed ("Only 1 jinxed character can be in play.") with something else that is already in-play, you should make that the one use of the Philosopher's ability, then tell the Philosopher the opposing jinxed character is in play. I.e. If, with Riot in play, the Philosopher chose the Exorcist, I would show the Philosopher the Riot token, put them back to sleep and not wake them up again. (This will likely involve telling your players this is how this interaction will work before the game begins, as it's out of the ordinary.) This is because they cannot gain the opposing ability without the game being broken in some way, but being able to hard-confirm that Riot (or Legion, or whatever else is not both in-play jinxed) is or isn't in play is super powerful and probably worth the use of the once per game ability.~~
[PATCH - ability text change effective 2024.12.06: this advice is moot with Riot v2]

Pit-Hag: ~~jinx—"If the Pit Hag creates Riot, all evil players become Riot. If the Pit Hag creates Riot after day 3, the game continues for one more day."~~
[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Pixie: Could gain their new ability during the day and have it take effect before they were even aware they had it. E.g. Pixie Tea Lady that immediately starts protecting their neighbours when the original Tea Lady is nominated. If the Pixie gains a "start knowing" ability due to a Riot death during the day, but dies during the same day, they would not be woken up to gain it that night.

Poppy Grower: Each Riot wakes up individually and is shown their bluffs but not their fellow Riot players.

Preacher: ~~jinx—"Riot registers as a Minion to the Preacher."~~
[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Puzzlemaster: If the Puzzlemaster successfully guesses their drunk player, they learn any living Riot player.

Ravenkeeper: ~~jinx—"If a Riot player nominates and kills the Ravenkeeper, the Ravenkeeper uses their ability tonight."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates and kills the Ravenkeeper, the Ravenkeeper uses their ability tonight.
- **Current** → Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.]

Sage: ~~jinx — "If a Riot player nominates and kills a Sage, the Sage uses their ability tonight."~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates and kills a Sage, the Sage uses their ability tonight.
- **Current** → Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.]

Saint: ~~jinx — "If a good player nominates and kills the Saint, the Saint's team loses."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Snitch: ~~jinx — "If the Snitch is in play, each Riot player gets an extra 3 bluffs."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Soldier: ~~jinx — "If a Riot player nominates the Soldier, the Soldier does not die." The Soldier is also not forced to nominate, though it is usually in their interests to do so. Nonetheless, it is part of the Demon ability, which the Soldier is safe from, so even on the 3rd day they are not obligated to nominate. Having said that, a Storyteller on days 1 and 2 would still do the three-second countdown and then end the day if the Soldier did not nominate. On day 3, I would do the countdown anyway, the Soldier is technically not forced to nominate, but if they don't nominate in time, I would end the day and therefore end the game with a Riot win.~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If a Riot player nominates the Soldier, the Soldier does not die.
- **Current** → If Riot is in play, the Soldier is safe from all evil abilities.]

Tea Lady: If both living neighbours are good, they cannot die due to Riot on nomination, but they ~~are still able to (forced to on day 3)~~ [must] nominate again.

Town Crier: ~~jinx — "Riot registers as a Minion to the Town Crier."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Undertaker: ~~jinx — "Players that die by nomination register as being executed to the Undertaker."~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Virgin: ~~If the Virgin is nominated by a Townsfolk in a Riot game, the Virgin dies and the Townsfolk is immediately executed, ending the day.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Riot v2]

How to Run Riot v2

2024.11.09

"On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen."

Riot kills everybody in a panic.

- On the 3rd day, each player that is nominated dies immediately. Even though they are dead, they nominate again. This may happen multiple times per day.
- The player that was nominated must nominate again immediately or lose their chance to do so. The Storyteller counts down "3... 2... 1..." to let the player know how long they have to nominate, should they wish to. If they don't, the Storyteller nominates instead.
- The good team wins if all Riot players are dead. If the last Riot dies and only two players are alive, they do not nominate, and the good team wins.
- If nobody nominates on the 3rd day, the Storyteller makes the 1st nomination instead.
- Minions may change into Riot as the nomination phase begins on the 3rd day.

Examples

Alex nominates Lewis. Lewis dies and nominates Ben. Ben dies and nominates Marianna. Marianna dies and nominates Lachlan. Lachlan dies. All Riot players are dead. Good wins.

How to run

On the 1st day, add the "Day 1" reminder to the Grimoire. On the 2nd day, add the "Day 2" reminder to the Grimoire. On the 3rd day, add the "Day 3" reminder to the Grimoire.

On the 3rd night, wake each Minion. Show the "You are" info token, then the "Riot" token, then put each Minion to sleep. Either now, or later during the 3rd day, replace all Minion tokens with Riot tokens.

During the 3rd day, each time a player is nominated, they die. Declare that they are dead, and add a shroud immediately. Tell them to nominate again and publicly count down "3... 2... 1..." After they nominate, repeat this process until all Riot are dead, or just 2 players are alive. Declare which team has won.

If the players do not nominate at all on the 3rd day, or if a nominated player does not nominate before their time runs out, nominate a player – they die and must then nominate again.

Examples

Alex nominates Lewis. Lewis dies and nominates Ben. Ben dies and nominates Marianna. Marianna dies and nominates Lachlan. Lachlan dies. All Riot players are dead. Good wins.

[PATCH - total jinx revision effective 2024.12.06:

Riot + Atheist:

[PATCH - new jinx effective 2025.10.09: During a riot, if the Storyteller is nominated, players vote. If they are "about to die", the game ends. If not, they nominate again.]

Riot + Banshee: Each night, Riot chooses a living player (different to previous nights): a chosen Banshee dies & gains their ability.

Riot + Exorcist: ~~If the Exorcist chooses Riot on the 3rd night, Minions do not become Riot.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Exorcist chooses Riot on the 3rd night, Minions do not become Riot.
- **Current** → If Riot nominates and executes the Exorcist-chosen player, good wins.]

Riot + Farmer: Each night, Riot chooses a living player (different to previous nights): a chosen Farmer uses their ability but does not die.

Riot + Grandmother: ~~If the Grandchild dies during the day, the Grandmother dies too.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If Riot is in play and the Grandchild dies during the day, the Grandmother dies too.
- **Current** → If Riot nominates and executes an Innkeeper-protected player, good wins.]

Riot + Innkeeper: ~~If Riot is in play, the Innkeeper-protected player is safe from all evil abilities.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If Riot is in play, the Innkeeper-protected player is safe from all evil abilities.
- **Current** → If Riot is in play and the Grandchild dies by execution, evil wins.]

Riot + King: If Riot is in play, and at least 1 player is dead, the King learns an alive character each night.

Riot + Mayor: ~~The Mayor may choose to stop nominations. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Mayor may choose to stop nominations. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
- **Current** → The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.]

Riot + Monk: ~~If Riot is in play, the Monk-protected player is safe from all evil abilities.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If Riot is in play, the Monk-protected player is safe from all evil abilities.
- **Current** → If Riot nominates and executes the Monk-protected player, good wins.]

Riot + Ravenkeeper: Each night, Riot chooses a living player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot + Sage: Each night, Riot chooses a living player (different to previous nights): a chosen Sage uses their ability but does not die.

Riot + Soldier: If Riot is in play, the Soldier is safe from all evil abilities.

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If Riot is in play, the Soldier is safe from all evil abilities.
- **Current** → If Riot nominates and executes the Soldier, good wins.]]

Psychopath (Minion)

Announced 2021.11.04

#experimental-how-to-run Discord content 2021.11.18

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Psychopath>

#experimental-how-to-run Discord content

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

How to run

Once per day, before the first nomination, if the Psychopath publicly chooses a player ("I claim Psychopath and choose X"), that player dies. The Psychopath is not obligated to use this ability every day. If they try to use it after the first nomination has been made, tell them they are too late. This death is a kill by the Psychopath, not an execution or Demon kill, so does not interact with abilities relating to those things.

If the Psychopath is executed at any point, the Psychopath and the nominator play roshambo (Rock Paper Scissors). If the Psychopath loses, they die. Otherwise (win or draw) they live. This still counts as the one execution for the day even if they live. If the Psychopath nominates themselves or would be executed for another non-nomination reason (Cerenovus madness break, for example) the Storyteller plays roshambo with the Psychopath.

The Psychopath is only protected from dying by execution, they die if anything other than execution would cause them to die. Note that they are still executed, even if they do not die.

If the Psychopath is ever drunk, poisoned or affected by the Preacher, they cannot kill and they die as normal on execution, the ST does not run a game of roshambo, just announces they die on execution and goes to night.

Interesting interactions

Alchemist: Niche, but if an Alchemist-Psychopath nominated the Virgin and was therefore executed, they would play roshambo against the ST.

Barista: A Barista 2 would allow the Psychopath to kill 2 people during the day (and probably get the Barista exiled **immediately**) but the Psychopath would still only play roshambo once the following day if executed.

Butcher: Could renominate the Psychopath for a second attempt at an execution and kill each day.

Devil's Advocate or Tea Lady/Pacifist (if Alchemist-Psychopath or otherwise good Psychopath): Even if DA protected, the Psychopath should still play roshambo then it's only if they lose that the good team discovers the Psychopath was DA protected because they didn't die from a roshambo-winning execution.

Fool/Sailor/Tea Lady: If the Psychopath target cannot die, they don't. This would register to the Mathematician.

[Golem:]

[PATCH - announced & abandoned jinx announced 2024.11.02:

- **Psychopath/Golem: If the Psychopath is mad as the Golem, the Psychopath has the Golem ability instead.]**

Goon: The Goon is not turned by being killed by the Psychopath, nor does it make them drunk. The Goon only works during the night, so the Goon would just die.

Innkeeper/Lycanthrope/Mayor/Monk: Only protect from deaths at night, so do not prevent Psychopath deaths.

Judge: If the Judge forces a Psychopath nomination to pass, this just guarantees that the Psychopath is executed and will need to play roshambo to find out if they die.

Klutz/Moonchild: They learn that they died during the day if the Psychopath kills them, so would have to choose during that same day.

Lil' Monsta (jinxed):

[PATCH - new jinx effective 2025.10.09: If the Psychopath is babysitting Lil' Monsta, they die when executed.]

Minstrel: The Minion must die by execution to trigger the Minstrel, so executing the Psychopath and not killing them with the roshambo win does not trigger.

Vigormortis: If the Psychopath is killed by the Vigormortis and therefore keeps their ability in death, there is no need to run a roshambo if they are executed while dead - they are already dead so cannot die regardless of the roshambo result.

Zombuul: If killed by the Psychopath, this counts as their first death and they now register as dead. A Psychopath can also attack dead players, so an appearing-dead Zombuul could be killed by a Psychopath for the second time. If the Psychopath kills during the day, the Zombuul cannot kill that night regardless of whether someone is executed as a player has died that day

Atheist (Townsfolk)

Announced 2020.12.04

#experimental-how-to-run Discord content 2021.12.04

Almanac entry added 2022.02.28

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Atheist>

#experimental-how-to-run Discord content

Atheist (Townsfolk)

Ability: The Storyteller can break the game rules & if executed, good wins, even if you are dead.

[No evil characters]

Athiest Guide by Atheist Supplement

2021.12.04

Atheist guide by Steven Medway: <https://bit.ly/AtheistBotC>

2024.08.06

TPI link: <https://botclinks.page/AtheistGuide>

Google Drive mirror: [BotC EXPERIMENTAL - Atheist Supplement](#)

Nightwatchman (Townfolk)

Announced 2022.02.25

#experimental-how-to-run Discord content 2022.02.25

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Nightwatchman>

#experimental-how-to-run Discord content

Nightwatchman (Townfolk) ~~Ability: Once per game, at night, choose a player: they learn who you are.~~

[PATCH - ability text change effective 2024.11.08:

Nightwatchman (Townfolk):

- **Previous** → Once per game, at night, choose a player: they learn who you are.
- **Current** → Once per game, at night, choose a player: they learn you are the Nightwatchman.]

How to run

Each night, wake the Nightwatchman. If they shake their head, put them back to sleep. If they point at a player, put the Nightwatchman to sleep, wake the chosen player and show them the “This character selected you” info token and the Nightwatchman token, then point to the Nightwatchman player before putting them back to sleep. Mark the Nightwatchman with the “No ability” reminder token.

If the Nightwatchman is drunk or poisoned when they choose a player, put them back to sleep, do not wake the chosen player and mark that they have used their once per game ability.

If there is a Vortex in play, wake the player the Nightwatchman chose, then show that player the relevant tokens and point to any player *except* the Nightwatchman.

Interesting interactions

~~Apprentice/Cannibal/Philosopher/Pixie: Still show the chosen player the Nightwatchman token, even if it's one of these others that's gained the Nightwatchman ability.~~

Barista: If the Nightwatchman is affected by Barista 2, they follow normal Barista effects on once per game abilities. They can choose two players, both of whom are told. The players are not told twice.

Chambermaid: The Nightwatchman registers as waking to the Chambermaid each night they're woken, even if they choose not to use their ability that night. However, the player chosen by the Nightwatchman does not register, as they are waking to the Nightwatchman ability, not their own.

Goon: If the Nightwatchman chooses the Goon who has not yet been picked that night, the

Nightwatchman is made drunk by the Goon and the Goon does not learn who the Nightwatchman is.

Summary

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

The Nightwatchman is known by one player.

- At night, the Nightwatchman chooses a player. This player wakes, and learns which player the Nightwatchman is.
- The Nightwatchman and their chosen player do not make eye contact. They wake separately.
- The Nightwatchman player chooses which night to act.

How to Run

Each night, wake the Nightwatchman. The Nightwatchman either shakes their head or points at any player. Put the Nightwatchman to sleep.

If the Nightwatchman pointed at a player, wake them and show them the Nightwatchman token, then point to the Nightwatchman player. Put the chosen player to sleep. The Nightwatchman loses their ability – mark them with a NO ABILITY reminder and remove their night token from the night sheet.

Examples

Lachlan is the Nightwatchman. He chooses Abdallah. Abdallah learns that Lachlan is the Nightwatchman.

Marianna is the drunk Nightwatchman. She chooses Amy. Amy does not wake, and does not learn that Marianna is the Nightwatchman, because the Nightwatchman has no ability.

Ben is the Nightwatchman and Vortex is in play. Ben chooses Sarah. Sarah learns that Lewis is the Nightwatchman. Even though the Nightwatchman has their ability, the information is false.

Organ Grinder (Minion)

Announced 2023.03.23

#experimental-how-to-run Discord content 2023.03.23

Almanac entry added 2024.05.30

Revision to v2 announced 2023.10.02
Almanac entry updated to v2 2024.10.02
Revision to v2 implemented by TPI 2024.10.18
Revision to v2.1 announced 2024.12.16
Almanac entry updated 2025.06.24
How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Organ_Grinder

#experimental-how-to-run Discord content

Organ Grinder (Minion) ~~Ability: All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.~~

~~[PATCH --ability text change effective 2024.10.18:~~

~~Organ Grinder (Minion):~~

- ~~● **Previous** → All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.~~
- ~~● **Current** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.]~~

[PATCH - ability text change effective 2025.01.17:

Organ Grinder (Minion):

- **Previous** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.
- **Current** → All players keep eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.]

How to Run Organ Grinder v1

2023.03.23

The Organ Grinder makes voting secret.

- When a player is nominated, players vote with eyes closed.
- The Storyteller does not count the votes out loud, and does not reveal how many players voted once voting is complete.
- The Storyteller does not reveal which player is “about to die”.
- After nominations have closed, the Storyteller reveals which player is executed, as normal.
- Dead players may vote once if they have a vote token. Their vote token is removed at the end of the day instead of after the vote.

[PATCH - guidance issued in new almanac 2025.06.24:

- If the Organ Grinder is drunk, the vote happens with eyes open, as normal. The Storyteller makes no comment as to whether the Organ Grinder is dead or alive. That night, the Organ Grinder chooses to become sober or drunk again.
- ~~● If the Organ Grinder is nominated but does not vote for themselves, the vote is not successful and counts as “zero votes” for purposes of deciding which player is executed.~~

- ~~If the Organ Grinder is nominated and votes for themselves, their self vote counts as a vote, as normal.~~

Examples

There are 8 players alive. The Noble is nominated. All players close eyes to vote and the Noble gets 5 votes. The Imp is nominated. All players close eyes to vote and the Imp gets 7 votes. The Pixie is nominated. All players close eyes to vote and the Pixie gets 4 votes. After nominates close, the Storyteller declares that Doug (the Imp) is executed and dies, and that good has won.

~~There are 5 players alive. 2 players have 3 votes each. The Organ Grinder has 4 votes, but did not vote for themselves. There is no execution today, because the vote was tied.~~

How to run

When a player is nominated, ask all players to close their eyes. If they ask why, tell them that an Organ Grinder is in play. When counting votes, do so silently. Afterwards, do not reveal how many players voted, nor if the nominee is “about to die”. If there were enough votes to execute the nominee, mark them with the “About to die” reminder. Ask players to open their eyes, and if there are any more nominations.

~~If the Organ Grinder is nominated, follow the above process, but do not place or move the “About to die” reminder if the Organ Grinder didn’t vote.~~

When nominations are closed, declare that the player marked “About to die”, dies.

Players are not allowed to use other methods to determine who is voting, such as touch or sound. It is a secret.

Clarifications

The reason vote tokens go at the end of the day (online) is that in person, the town square is the responsibility of the players to maintain, including removing their own vote tokens. So in an Organ Grinder game, the rule is that players don't remove their ghost votes until the end of the day. So in person, the Storyteller runs nominations, announces the execution and death, then asks players who have used their ghost votes to remove them. It is expected that the players themselves are honest enough to only vote once and then remove their ghost vote accordingly.

~~Ghost votes used to vote on an Organ Grinder that does not vote for themselves are still used. The vote count is set to zero, but those players still voted.~~

Interesting interactions

Drunk/poison: If the Organ Grinder is drunk or poisoned, votes occur as normal with eyes open and vote counts confirmed, the Storyteller will not ask people to close their eyes.

Travellers: Calls for exile are not votes, so the Organ Grinder does not affect them.

[Alchemist:]

~~[PATCH - jinx update effective 2025.07.18 -~~

~~Organ Grinder - 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.]~~

~~[PATCH - jinx update effective 2025.10.09:~~

- ~~○ **Previous** → 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.~~
- ~~○ **Current** → If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.]~~

Barista: Has no effect on Organ Grinder with Barista 2. Barista 1 just ensures they are sober and healthy and always affect voting.

Beggar: The Beggar is still bound by their voting restriction, even though their eyes are closed.

Bishop/Butcher: The votes on their nominations are still affected by the Organ Grinder.

Butler: jinxed - "If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too."

Cult Leader: Cults are not votes, so the Organ Grinder does not interact with calls for cults.

Damsel/Doomsayer/Slayer: Public actions can be taken while players have their eyes closed to vote.

Devil's Advocate/Fool/Lleech/Pacifist/Sailor/Tea Lady: The death prevention happens when players are executed, so only matters at the point of execution, not during voting.

Flowergirl: ~~jinxed - "If players' eyes were closed during the nominations, the Flowergirl learns how many times the Demon voted."~~

~~[PATCH - updated jinx effective 2024.06.06:~~

~~Organ Grinder / Flowergirl:~~

- ~~● **Previous** → If players' eyes were closed during the nominations, the Flowergirl learns how many times the Demon voted.~~
- ~~● **Current** → If the Organ Grinder is causing eyes closed voting, the Flowergirl wakes tonight to choose a player: they learn if that player voted today. (instead of their normal ability)]~~

~~[PATCH - jinx removed effective 2024.06.27:~~

- ~~● The Organ Grinder / Flowergirl jinx has been removed.]~~

Golem: ~~Can confirm who the Organ Grinder is by nominating them after a blind vote has already happened that day and the consequent vote happening with eyes open. If the OG is killed between votes, this does not mean the town would learn who is on the block and with how many votes. Future nominations would simply be run open-eyed and results announced - "X votes~~

~~is/is not enough and player B is/is not on the block" and the town would be able to work out the prior votes based on this information.~~

[PATCH: ability text change effective 2024.10.18: This advice is moot with the Organ Grinder v2 ability text.]

~~Gunslinger: Doesn't work with the Organ Grinder. I'd recommend Storytellers don't use the Gunslinger with an Organ Grinder on the script.~~

[PATCH: ability text change effective 2024.10.18: This advice is moot with the Organ Grinder v2 ability text.]

~~Imp: An Imp that starpasses to an Organ Grinder will probably be found out pretty quick when there's no Organ Grinder ability the next day!~~

[PATCH: ability text change effective 2024.10.18: This advice is moot with Organ Grinder v2.]

~~Lil' Monsta: jinxed — "Votes for the Organ Grinder count if the Organ Grinder is babysitting Lil' Monsta."~~

[PATCH - jinx removed effective 2024.06.27:

- The **Organ Grinder / Lil' Monsta** jinx has been removed.]

Judge: A Judge forces a nomination to pass or fail, which is completely independent of the vote count, so the Judge can force a vote on an Organ Grinder to pass even if the Organ Grinder did not vote.

~~Minstrel: jinxed — "Only 1 jinxed character can be in play. Evil players start knowing which player and character it is."~~

[PATCH — updated jinx effective 2024.06.27:

Organ Grinder / Minstrel:

- ~~**Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~
- ~~**Current** → If the Minstrel makes everyone drunk, the Organ Grinder keeps their ability but the Minstrel keeps their eyes open when voting.]~~

[PATCH - jinx removed effective 2024.10.18:

- The **Organ Grinder / Minstrel** jinx has been removed.]

~~Preacher: jinxed — "Only 1 jinxed character can be in play. Evil players start knowing which player and character it is."~~

[PATCH - updated jinx effective 2024.06.27:

Organ Grinder / Preacher:

- ~~**Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~
- ~~**Current** → If the Preacher removes the Organ Grinder ability, the Organ Grinder keeps their ability but the Preacher keeps their eyes open when voting.]~~

[PATCH - jinx removed effective 2024.10.18:

- The **Organ Grinder / Preacher** jinx has been removed.]

All future characters will be added to the experimental characters almanac here:

<https://botclinks.page/KSalmanac> *[EDITORIAL: The link for the most current Experimental Characters Almanac has changed a few times.]*

How to Run Organ Grinder v2

2024.10.02

I've updated the Organ Grinder ability. It now reads:

~~"All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not."~~

[PATCH - ability text change effective 2025.01.17:

Organ Grinder (Minion):

- **Previous** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.
- **Current** → All players keep eyes closed when voting & the vote tally is secret. Each night, choose if you are drunk until dusk or not.]

This should make the Organ Grinder a little more fun to play, and play against. He also now has a cute little star on his hat.

The jinxes with the Preacher and Minstrel are no longer needed.

The new Organ Grinder entry in the almanac is updated. A minor fix to timing was also made. I've also added the Lord Of Typhon, Zealot, and Boffin entries to the almanac, and clarified the Lil' Monsta decision rule. The new link will be posted soon.

Vizier (Minion)

Announced 2023.04.20

#experimental-how-to-run Discord content 2023.04.20

Almanac entry added 2024.05.30

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Revision to v1.2 announced 2024.12.16

Revision to v1.2 implemented by TPI 2025.01.17

Almanac entry updated 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Vizier>

#experimental-how-to-run Discord content

Vizier (Minion) ~~Ability: All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.~~

[PATCH - ability text change effective 2024.01.25:

Vizier (Minion):

- **Previous** → All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
- **Current** → All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.]

The Vizier executes players without the town's consent.

- On the first day, all players learn that the Vizier is in play, and which player it is.
- During the day, the Vizier can not die by any means.
- After a vote is tallied, if the Vizier chooses to execute the nominee (and at least one good player voted), they are executed immediately. This counts as the 1 execution allowed each day.
- After a vote is tallied, if the Vizier chooses to execute the nominee (and no good players voted), nothing happens.
- Even if the vote tally is less than 50% of the living players, the Vizier may still execute. Even if another player has more votes than the current player, the Vizier may still execute.
- The Vizier does not have to force an execution each day.

Examples

The King has been nominated. Five people vote, but the Vizier does not use their ability. The Boomdandy is nominated and eight people vote. The Vizier uses their ability and the Boomdandy is executed immediately. The Demon has seven votes against them, and is "about to die". The Vizier nominates Bill, the Barber. Two evil players and one good player vote. The Vizier declares that Bill is executed.

The Demon survives today. The Town nominates and executes the Vizier. The Vizier does not die. That night, The Demon kills the Vizier.

How to Run

When the first night has ended, declare that the Vizier is in play, and which player it is. If a vote has just been tallied, and one or more good players voted, and the Vizier declares that the nominee is executed, that player is executed and dies. No more nominations, votes, or executions occur today.

Interesting interactions

Drunk/poison: If the Vizier is drunk or poisoned they may die during the day and cannot choose to execute immediately, but players don't learn this unless the Vizier attempts to do so.

Alchemist: ~~Jinx - "If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted." This does not require good votes.~~

[PATCH - jinx removed effective 2024.12.06:

- **Alchemist / Vizier:** jinx removed.]

Apprentice: An Apprentice Vizier acts just like a regular one, including the fact they do not die if exiled.

Atheist: The Storyteller can simulate a Vizier in an Atheist game, but the Vizier player hasn't got much incentive to play along as this confirms to them that it's an Atheist game, so it's best to choose the Atheist themselves for this purpose. This is because being announced as Vizier makes it less likely for them to be believed as Atheist right away, so many players will wait a day or two to try and point out other abnormalities from the Atheist ability.

Barber: If the Vizier character is swapped, all players immediately learn who the new Vizier is, if they are alive.

Barista: The Barista double has no effect on the Vizier.

Butcher: A Vizier can force a Butcher nomination in the same way as they can force a standard one.

Clockmaker: The Clockmaker can be game-solving in single Minion games if the Vizier is in play. Script writers should consider this with care.

Courtier: ~~Jinx - "If the Vizier loses their ability, they learn this and if the Vizier is executed while they have their ability, their team wins."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vizier loses their ability, they learn this. If the Vizier is executed while they have their ability, their team wins.
- **Current** → If the Vizier loses their ability, they learn this, and cannot die during the day.]

Cult Leader/Fang Gu/Goon/Mezephheles/Politician: A good Cult Leader can vote for everything the Vizier wants then be turned late in the game. Ditto Outsiders in a Fang Gu script (it doesn't even have to be in play for the Vizier to promise it to an Outsider) or the Goon or Politician or a player that negotiates with the Mezephheles to keep the word until later. These plays are very rarely fun, even for the players directly involved, so it's probably just worth agreeing in your group not to do so.

Doomsayer: A Vizier cannot die to the Doomsayer, so evil players must be careful when Doomsaying with a Vizier in play lest they either kill their own Demon as the only remaining evil option to die or have no-one die because the ST targets the Vizier with the Doomsayer ability. Evil

Twin/Goblin/Leviathan/Mastermind/Saint: Better be careful with your voting as good players!

Fearmonger: jinx - "The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to execute that player."

Gunslinger: If the Vizier chooses to execute before the Gunslinger has a chance to shoot, the Gunslinger gets no chance.

Investigator: ~~Jinx — "If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller." It does not matter how the Investigator learns the Vizier is in play, regardless of potential Recluse/drunk/poison, the Vizier is not announced.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller.
- **Current** → The Storyteller doesn't declare the Vizier is in play.]

Judge: The Judge can use their ability during or after votes, so might force a success before the Vizier can, but cannot force a failure if the Vizier has already forced a success.

Lil' Monsta: ~~Jinx — "The Vizier can die by execution if they are babysitting Lil' Monsta."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Vizier can die by execution if they are babysitting Lil' Monsta.
- **Current** → If the Vizier is babysitting Lil' Monsta, they die when executed.]

Magician: Jinx ~~— "Only 1 jinxed character can be in play. Evil players start knowing which player and character it is."~~

[PATCH — jinx update effective 2024.05.24:

Vizier / Magician:

- ~~**Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~
- ~~**Current** → If the Vizier and Magician are both in play, the Demon does not learn the Minions.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vizier and Magician are both in play, the Demon does not learn the Minions.
- **Current** → If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.]

Minstrel: Viziers should be wary if they know they've allowed their fellow Minion to die by execution - they can be killed the next day if a Minstrel is in effect!

Organ Grinder/Poppy Grower: The Vizier doesn't necessarily know if good has voted and therefore doesn't know if they can force the execution, so if they try it might fail.

Pit-Hag: If a Vizier is created, all players immediately learn who the new Vizier is. If an extant Vizier is made into another character, there is no public indication of this.

[Politician:] **[PATCH - new jinx effective 2024.05.15:**

Vizier / Politician: The Politician might register as evil to the Vizier.]

Preacher: Jinx - ~~"If the Vizier loses their ability, they learn this and if the Vizier is executed while they have their ability, their team wins."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vizier loses their ability, they learn this. If the Vizier is executed while they have their ability, their team wins.
- **Current** → If the Vizier loses their ability, they learn this, and cannot die during the day.]

Recluse: The Recluse can register as evil when the Vizier chooses to execute immediately and therefore for nothing to happen. This is rarely fun as it publicly confirms the Recluse.

Scapegoat: A Scapegoat can take an execution that the Vizier forced through.

Spy: The Spy can be the good vote that allows the Vizier to execute, but the Vizier cannot know if the Storyteller is going to allow the Spy to register as good, so cannot afford to try and force the execution based on the Spy's vote alone or they risk outing the Spy if the execution doesn't happen.

Thief: A negative vote is still a vote and, if good, can allow the Vizier to force the execution.

Town Crier: The Vizier can completely pollute Town Crier information by nominating freely every day – script writers should consider carefully before putting both on a script.

Vortex: The knowledge that the Vizier is in play is not made false.

Bootlegger (Loric)

Announced 2023.04.28

#experimental-how-to-run Discord content - NO ENTRY

Almanac - NO ENTRY

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Bootlegger>

[PATCH - character type change effective 2025.10.31: Bootlegger recategorized to “Loric” character type.]

[EDITORIAL: Steven Medway created a [fake meme Bootlegger almanac entry](#) on 2025.08.08]

[PATCH - guidance issued on the BotC wiki:

Summary

"This script has homebrew characters or rules."

Add the Bootlegger to include homebrew characters or rules.

- The Bootlegger allows Storytellers to use characters they, or others, have created that are not official characters or allows them to use non-standard rules in the game.
- If there are homebrew characters on the character sheet, or homebrew rules in effect, the Storyteller tells all players what they are before play begins.
- The Bootlegger allows for multiple characters or rules to be in effect at once.
- As long as there is at least one homebrew character on the current script, this Fabled will be in play and can only be removed by switching to a script that does not contain any homebrew characters.
- The Bootlegger is designed for use in the official app only.
- Bootlegger, despite many claims to the contrary, defeated Homebrewy McHomebrewface, “the people’s choice”, in a hotly contested poll to decide the Fabled’s name.

How to Run

At the start of the game, if there are homebrew characters on the character sheet or you are running homebrew rules, declare that the Bootlegger is in play and inform the group of all the homebrew characters and/or rules you are using in this game.

Examples

The character sheet contains the homebrew character the Peasant. The Storyteller announces that the Bootlegger is in play and then explains how the Peasant works.

The Storyteller has a homebrew or house rule. The Storyteller announces that the Bootlegger is in play and explains what the homebrew rule is and how it will affect the game.]

Gardner (Loric)

Announced 2023.04.28

#experimental-how-to-run Discord content - NO ENTRY

Almanac - NO ENTRY

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Gardener>

[PATCH - character type change effective 2025.10.31: Gardner recategorized to “Loric” character type.]

[PATCH - guidance issued on the BotC wiki:

Summary

"The Storyteller assigns 1 or more players' characters."

Use the Gardener to assign characters to particular players.

- After the Storyteller has put the Gardener into play, they can manually assign and edit which characters are going to be given to which seated players before sending them out.
- If a player has an issue with a particular character, you may use the Gardener to affect setup so that player doesn't draw the relevant token.
- The Gardener can also be useful if a particular player has drawn evil many times over a single session.
- The Gardener is designed for use in the official app only.

How to Run

At the start of the game, declare that the Gardener is in play.

Before character tokens are sent out to players, decide what characters the players affected by Gardener will have. Assign, or swap, the relevant players to the characters you have decided.

Then, send the characters to players in the game.

Examples

The Vizier is on the script and Ida doesn't like playing as outed evil. To ensure that Ida doesn't receive the Vizier token, the Storyteller puts the Gardener into play and assigns Ida directly as the Poisoner instead.

Robin has been evil every game today. The Storyteller puts the Gardener into play and assigns Robin directly as the Chef instead.]

Knight (Townsfolk)

Announced 2023.05.18

#experimental-how-to-run Discord content 2023.05.18

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Knight>

#experimental-how-to-run Discord content

Knight (Townsfolk) Ability: You start knowing 2 players that are not the Demon.

The Knight knows players that are not the Demon.

- On the first night, the Knight learns two players who are not the Demon.
- On subsequent nights, they learn nothing more.
- The Knight can learn Townsfolk, Outsiders or even Minions but does not learn which character type they are.

Examples

Lewis is the Undertaker, Doug is the Imp and Ben is the Fortune Teller. The Knight learns Lewis and Ben.

Marianna is the Vortex and Abdallah is the Alchemist. The Knight learns Marianna and Abdallah. The Knight must learn Marianna and Abdallah because the Knight's information must be false due to the Vortex ability and therefore include the Demon.

How to run

During setup, mark two non-Demon players with the Knight's "Know" reminders. During the first night, wake the Knight. Point to the two players marked "Know".

Interesting interactions

Drunk/poison: If the Knight is drunk or poisoned, their information might be false.

Atheist: The Storyteller is not a player and thus cannot be shown to the Knight, even if the Atheist is on the script. If the Atheist is in play, however, the Storyteller can be shown, because the Storyteller may break game rules.

Legion: A Knight cannot see any Legion player in their info, regardless of if they're registering as a Minion.

Recluse: The Recluse may or may not be able to be shown to the Knight - it's the Storyteller's choice of how they register the Recluse.

Vortex: A Knight in a Vortex game learns 2 players, one of which is the Demon - very powerful stuff! If you can confirm it's a Vortex game...

Steward (Townsfolk)

Announced 2023.05.18

#experimental-how-to-run Discord content 2023.05.18

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Steward>

#experimental-how-to-run Discord content

Steward (Townsfolk) Ability: You start knowing 1 good player.

The Steward knows 1 good player.

- The Steward learns a player, but not their character.
- The Steward learns their information on the first night of the game.
- If created mid-game, then the Steward learns their information that night instead.

Examples

The Steward learns that Alex is good. Alex is the Undertaker.

The Pit-Hag turns the Poppy Grower into the Steward. That night, the Steward learns that Abdallah is good. Abdallah is the Spy, and is registering as good.

How to run

While preparing the first night, put the “Know” reminder by any good character token. During the first night, wake the Steward. Point to the player marked “Know”. Put the Steward to sleep.

Interesting interactions

Drunk/poison: If the Steward is drunk or poisoned, their information might be false.

Atheist: The Storyteller is not a player and thus cannot be shown to the Steward, even if the Atheist is on the script. If the Atheist is in play, however, the Storyteller can be shown, because the Storyteller may break game rules.

Cult Leader: The Cult Leader is always a valid target for the Steward as they don't change alignment until later in the first night.

Evil Twin: The Steward can learn the good twin, but this might not be fun depending on the players and other info involved.

Marionette: Despite having drawn a blue token, the Marionette is not a valid player for the Steward to learn.

Recluse/Spy: The Recluse/Spy may or may not be able to be shown to the Steward - it's the Storyteller's choice of how they register the Recluse/Spy.

Vortex: The Steward learns an evil player in a Vortex game.

High Priestess (Townsfolk)

Announced 2023.06.22

#experimental-how-to-run Discord content 2023.06.22

Almanac entry added 2024.05.30

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/High_Priestess

#experimental-how-to-run Discord content

High Priestess (Townsfolk) Ability: Each night, learn which player the Storyteller believes you should talk to most.

The High Priestess acts on intuition.

- The High Priestess can be shown the same player multiple times in a row, or a different player every night.
- The shown player can be alive or dead.
- The shown player can be good or evil.
- There are no official criteria that determine which player the Storyteller must show to the High Priestess. It is up to the Storyteller's judgement as to what they think will most benefit the High Priestess and the good team in general. It could be because the player has important information that has not been revealed yet. Or because the player is evil and has a bluff that doesn't make sense. Or because the player is trustworthy and needs to be trusted more. Or because the player is good but on the wrong track and needs to be corrected. Or something new.

Example

On the first night, the High Priestess learns Julian. Julian is the Chef and has useful information to share. On the second night, the High Priestess is shown Marianna. Marianna is the Goblin and the Storyteller thinks that the High Priestess would benefit most from talking to Marianna to find this out as early as possible. On the third night, the High Priestess is shown Doug. Doug is the Drunk whose information is wrong and harming the good team.

For three nights in a row, the High Priestess learns Sarah. Sarah is the Saint and the good team are trying to execute her. On the last night, the High Priestess learns Lewis. Lewis is the Imp, and his story is clashing with several good players.

How to run Each night, wake the High Priestess. Point to a player. Put the High Priestess to sleep.

Interesting Interactions

Drunk/Poison: You can choose to give the High Priestess anyone you like.

Vortex: The only restriction is not to give the one player you would have given if it was not a Vortex game. It does not have to be the *least* helpful player to talk to.

Harpy (Minion)

Announced 2023.07.20

#experimental-how-to-run Discord content 2023.07.20

Almanac entry added 2024.05.30

Revision to v2 announced 2024.06.25

Revision to v2 implemented by TPI 2024.06.27

Almanac entry updated to v2 2024.10.02

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Harpy>

#experimental-how-to-run Discord content

Harpy (Minion) ~~Ability: Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.~~

[PATCH - ability text change effective 2024.06.27:

Harpy (Minion):

- **Previous** → Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
- **Current** → Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.]

How to Run Harpy v1

2023.07.20

The Harpy creates discord and distrust between good players.

- At night, the Harpy player chooses one player at a time, not two at once.
- A player chosen by the Harpy is affected by the ability until the next Harpy choice.
- ~~If the Storyteller decides to kill players with the Harpy ability, they must kill both. The Storyteller can not decide to kill only one.~~
- The Harpy can choose a dead player. If so, the Storyteller can kill just the living player, since dead players can not die again.
- The order of deaths due to the Harpy ability can be chosen by the Storyteller, should that be important.

Examples

The Harpy chooses the Monk and the Engineer. The Monk claims to be the Investigator who saw the Engineer and campaigns for them to be executed. When challenged, they are emphatic in their claims that the Engineer is most likely evil due to their information, and so avoid death.

The Harpy chooses the Oracle and the dead Alchemist. The Oracle claims that they trust the Alchemist because their Oracle information indicates that they were not evil. The Storyteller declares that the Oracle dies.

The Farmer is chosen by the Harpy. As they don't have any information themselves to claim in

order to imply that the other player is evil, they make a concerted effort to find information that might clear each of the other living people, leaving their target as the remaining Demon candidate and therefore evil by implication.

How to run

Each night, wake the Harpy. The Harpy points to one player, then another player. Mark the first player with the "Mad" reminder and the second player with the "2nd" reminder. Put the Harpy to sleep. Wake the player marked "Mad". Show the "This Character Selected You" info token then the Harpy token, then point to the player marked "2nd". Put the player marked "Mad" to sleep. Tomorrow, if the player marked "mad" is not mad that the player marked "2nd" is evil, you may kill both players.

How to Run Harpy v2

2024.06.24

Previously, the Storyteller could kill both players or neither players. Now, the Storyteller can kill both, one, or none.

This should give the Harpy more choice over who they pick, and incentivise picking evil players (even the Demon) more.

It will also mean that the Harpy can hide a teensy little bit, as the Harpy death could look like a Witch kill, or something similar.

The Storyteller will need to recalibrate when they kill due to Harpy, and how many players, since this new Harpy is slightly more powerful. Storytellers are absolutely encouraged to kill a good or evil player and avoid killing the second good player, so that the second good player looks like an evil player that you have spared. Remember... misdirection is often more powerful than life or death.

Hopefully, this change should make things a tonne more fun for the Storyteller too. Will you kill no players? Both? Just one? What will the good players think when you do? These are interesting questions that lead to interesting decisions for the Storyteller.

I have not updated the almanac yet.

Fun fact: This was the original Harpy ability. I don't know why I changed it to "both". It is possible that I was trying out a new version and accidentally sent the wrong version to TPI for release without noticing. It is possible I changed it so that the wording would be easier to understand. It is possible that there was some incredibly important reason that it had to be "both" that I can't remember! It's a mystery.

Double fun fact: The Harpy is one of my favourite works of art by artist Chloe McDougall. Chloe is one of the best artists that I have ever worked with.

Ferryman (Fabled)

Announced 2023.07.27

#experimental-how-to-run Discord content - NO ENTRY

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Ferryman>

Plague Doctor (Outsider)

Announced 2023.08.24

#experimental-how-to-run Discord content 2023.08.24

Almanac entry added 2024.05.30

Revision to v2 announced 2024.06.25

Revision to v2 implemented by TPI 2024.06.27

Almanac entry not updated to v2

Revision to v2.1 announced 2024.10.29

Revision to v2.1 implemented by TPI 2024.11.08

Almanac entry added 2024.11.15

How to Run BotC Wiki: [https://wiki.bloodontheclocktower.com/Plague Doctor](https://wiki.bloodontheclocktower.com/Plague_Doctor)

#experimental-how-to-run Discord content

Plague Doctor (Outsider) ~~Ability: If you die, the Storyteller gains a not-in-play Minion ability.~~

~~[PATCH: ability text change effective 2024.06.27:~~

~~Plague Doctor (Outsider):~~

- ~~• **Previous** → If you die, the Storyteller gains a not-in-play Minion ability.~~
- ~~• **Current** → If you die, the Storyteller gains a Minion ability.]~~

[PATCH - ability text change effective 2024.11.08:

Plague Doctor (Outsider):

- **Previous** → If you die, the Storyteller gains a Minion ability.
- **Current** → When you die, the Storyteller gains a Minion ability.]

How to Run Plague Doctor v1

2023.08.24

The Plague Doctor brings extra evil abilities into play.

- The Storyteller chooses which Minion ability they gain, if there is more than one option.
- This ability works for the rest of the game.

- Nothing else changes for the Storyteller – they don't become evil, they don't become a player, they're not a legitimate player to be targeted by other abilities, they cannot vote or nominate, they just gain a Minion ability.
- If the Storyteller has a Minion ability and that Minion enters play, the Storyteller ability does not change.
- If all Minions are in play, the Storyteller can gain an in-play Minion ability.
- If the Plague Doctor is poisoned or drunk when they die, the Storyteller doesn't gain an ability, even when the Plague Doctor becomes sober and healthy.

Examples

The Plague Doctor dies. The Storyteller gains the Poisoner ability and chooses a player to poison each night for the rest of the game.

The Plague Doctor is executed and the Storyteller gains the Cerenovus ability. That night, the Pit-Hag turns the Witch into the Cerenovus. There are now two Cerenovus abilities in play – the Storyteller's and the new Cerenovus'.

The Plague Doctor has died and the Storyteller has had the Organ Grinder ability for two days.

The Plague Doctor is made drunk by the Minstrel. The Storyteller still has the Organ Grinder ability as they gained it when the Plague Doctor died and the Plague Doctor now being drunk does not affect that.

How to run When the Plague Doctor dies, place a ~~not in play~~ Minion character token in the center of the left side of Grimoire. Mark this with the Plague Doctor's "Storyteller Ability" reminder. If applicable, add a night token to the night sheet. When this Minion would normally act, the relevant choices are made by the Storyteller.

Interesting Interactions

If a Minion gains an ability through a jinx and is then poisoned or dies, they do not maintain the second ability any more than their own. If they are changed into another character, they do maintain the ability as they gained it at the moment of the Plague Doctor death.

Alchemist: ~~The Alchemist ability counts as being in play when the Storyteller is choosing which ability to gain.~~

[PATCH - ability text change effective 2024.12.06: This advice is moot with Alchemist v2.]

Balloonist: The Storyteller is not a Minion even if they have a Minion ability and therefore cannot be seen by the Balloonist.

Barista: The Storyteller is not a player and cannot be affected by the Barista.

Baron: ~~Jinx - "If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.
- **Current** → If the Storyteller would gain the Baron ability, up to two players become Outsiders.]

Boomdandy: ~~Jinx - "If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Plague Doctor is executed and the Storyteller would gain the Boomdandy ability, the Boomdandy ability triggers immediately.
- **Current** → If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.]

Bounty Hunter: The Storyteller is not evil even if they have a Minion ability and therefore cannot be seen by the Bounty Hunter.

Damsel: The Storyteller is not a Minion, so cannot guess the Damsel.

Engineer: The Engineer does not affect the Storyteller as they are not themselves a Minion.

Evil Twin: ~~Jinx - "The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Storyteller cannot gain the Evil Twin ability if the Plague Doctor dies.
- **Current** → If the Storyteller would gain the Evil Twin ability, a player becomes the Evil Twin.]

Fearmonger: ~~Jinx - "If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Plague Doctor dies, a living Minion gains the Fearmonger ability in addition to their own ability, and learns this.
- **Current** → If the Storyteller would gain the Fearmonger ability, a Minion gains it, and learns this.]

Goblin: ~~Jinx - "If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.
- **Current** → If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.]

Goon: The Storyteller isn't a player and doesn't have an alignment, so they cannot affect the Goon's alignment or be made drunk by the Goon.

Imp: The Storyteller might gain a Minion ability, but they will not be a Minion, so they cannot become an Imp through the Imp ability.

King: The King cannot learn the character whose ability the Storyteller has.

Legion: A Plague Doctor death can result in a Minion ability in a Legion game.

Marionette: ~~Jinx — "If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.
- **Current** → If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.]

Minstrel: The Storyteller is not drunk by the Minstrel, so a Plague-Doctor-granted Minion ability would still be functioning on a Minstrel night.

Preacher: The Preacher cannot select the Storyteller and therefore cannot remove their Minion ability.

Recluse: ~~The Recluse might affect the ability the Storyteller gains by registering as a Minion being in play.~~

[PATCH - ability text update effective 2024.12.06: This advice is moot with Plague Doctor v2]

Riot: ~~A Plague Doctor death can result in a Minion ability in a Riot game.~~

[PATCH - ability text update effective 2024.12.06: This advice is moot with Riot v2]

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

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.
- **Current** → If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.]

Spy: ~~Jinx — "If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.
- **Current** → If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.]

How to Run Plague Doctor v2

2024.06.25

The Plague Doctor has an ability text update:

~~If you die, the Storyteller gains a Minion ability.~~

[PATCH - ability text change effective 2024.11.08:

Plague Doctor (Outsider):

- **Previous** → If you die, the Storyteller gains a Minion ability.
- **Current** → When you die, the Storyteller gains a Minion ability.]

The old ability was: If you die, the storyteller gains a not-in-play Minion ability.

The main reason for why new characters enter the game mid-play as "not in play" is because there might not be enough reminder tokens available if the chosen character is a duplicate.

For example, if the Plague Doctor creates a second Poisoner, the Storyteller still has only one reminder token for the Poisoner, so cannot mark two players as poisoned.

The second reason why new characters enter the game mid-play as "not in play" is because there is only one of each character token, and that second token is sometimes needed.

Having the extra character limited to being not-in-play avoids both these problems.

However, limiting the Plague Doctor's Storyteller ability to only those characters that are not-in-play was causing some issues. The Storyteller had to think ahead during setup as to what ability this would be, and if three Minions were in play, could not change their mind later on.

With this new ability, Storytellers are advised to keep the Plague Doctor's ability to a not-in-play Minion, or at least a Minion that doesn't have reminder tokens that will make the Storytellers job too hard. There are blank reminder tokens included on the token punchboard that can be used if you really need to, or you can use night tokens.

I may end up adding a few reminder tokens to the printed version of the Plague Doctor, to avoid this issue. The Apprentice works fine without reminder tokens, and the situation is the same there. I am loathe to add reminders unless necessary, but if the Plague Doctor gets these extra reminders, then the Apprentice (and a few other characters) should too.

Either way, the Plague Doctor will now need a reminder that says "Storyteller Has This" or "Duplicate" or something similar, so that the Storyteller remembers which Minion they have.

I haven't updated the almanac yet.

Also, "Storyteller" is now capitalised.

Shugenja (Townfolk)

Announced 2023.09.28

#experimental-how-to-run Discord content 2023.09.28

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Shugenja>

#experimental-how-to-run Discord content

Shugenja (Townfolk) Ability: You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

The Shugenja trusts players to their left, or to their right.

- The closest evil player is the player with the smallest number of steps from the Shugenja to the evil player.
- If the evil players are 'equidistant', that means that the closest evil player clockwise is the same number of steps away from the Shugenja as the closest evil player anti-clockwise.
- If the evil players are equidistant, the storyteller gives 'arbitrary' information to the Shugenja. This means that the Storyteller chooses whether to tell the Shugenja that the closest evil player is clockwise or anti-clockwise.
- The Shugenja doesn't know whether their information is arbitrary or not.
- The Shugenja does not learn how many steps away the evil player is.
- If a Shugenja is created mid-game, the Shugenja wakes that night to receive their information.
- The Storyteller communicates with the Shugenja by pointing a finger in the appropriate direction, but may use other methods if they wish.

Examples

The Organ Grinder is 2 steps away from the Shugenja in a clockwise direction. The Fearmonger is 3 steps away from the Shugenja in an anti-clockwise direction. The Shugenja wakes and learns that the closest evil player is in a clockwise direction. The Marionette is 1 step away from the Shugenja in a clockwise direction. The Widow is 1 step away from the Shugenja in an anti-clockwise direction. The Shugenja wakes and the Storyteller chooses to tell the Shugenja that the closest evil player is in a clockwise direction.

How to run

During the first night, wake the Shugenja. If the closest evil player is in a clockwise direction, point your finger horizontally in that direction. If the closest evil player is in an anti-clockwise

direction, point your finger horizontally in that direction. If the two closest evil players are equidistant, point your finger horizontally in either direction. Put the Shugenja to sleep.

Ojo (Demon)

Announced 2023.10.19

#experimental-how-to-run Discord content 2023.10.19

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Ojo>

#experimental-how-to-run Discord content

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

The Ojo chooses specifically which character dies.

- Unlike other Demons, the Ojo must choose a character, not a player. The Storyteller may need to remind the player of this. We recommend that all players have their character sheet handy during the night phase.
- The Ojo can kill evil characters, if they wish.
- If there are multiple copies of a particular character in play, and the Ojo chooses that character to die, only one of those characters dies.
- If the Ojo chooses a character that is not in play, the Storyteller will almost always kill a living good player. It is possible, but uncommon, for the Storyteller to choose a dead player or an evil player to die.

Examples

The Ojo chooses the Plague Doctor. The Plague Doctor dies. The next night, the Ojo chooses the Poppy Grower. The Poppy Grower dies. The next night, the Ojo chooses the Empath. There is no Empath in play, so the Storyteller chooses that the Shugenja dies instead.

How to run

Each night except the first, wake the Ojo. The Ojo player points to a character icon on their character sheet. If that character is in play, that player dies—mark them with the “Dead” reminder. If that character is not in play, choose any player. That player dies—mark them with the “Dead” reminder. Put the Ojo to sleep.

If the Ojo is on a script with a Demon that kills multiple times per night, such as the Shabalothe, and the Ojo chooses a not-in-play character, you may choose more than one player to kill that night. This helps the Ojo player pretend that a different Demon is in play.

Interesting Interactions

Goon: If the Ojo chooses Goon and is the first player to do so tonight, they are made drunk and change the Goon's alignment.

Lunatic: The Demon learns the player a Lunatic-Ojo functionally targeted, not the character they chose.

Mathematician: The Ojo killing a different character to the one they chose is not a malfunction, it's part of the Ojo's own ability.

Mayor: If the Ojo chooses Mayor, it's still possible to bounce it to another player.

Recluse: If the Ojo chooses Recluse, the Recluse might register as something else and cause a Storyteller-choice death.

Spy: The Spy might register as a good character the Ojo chose and die instead... You should think very carefully about whether this is a good idea.

Hatter (Outsider)

Announced 2023.11.30

#experimental-how-to-run Discord content 2023.11.30

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Hatter>

#experimental-how-to-run Discord content

Hatter (Outsider) Ability: If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

The Hatter allows the evil players to change characters.

- Each evil player may choose to become any character of the same type as their current character.
- They may choose not to change characters.
- If a player becomes a new character, they gain the new ability, even if it was a "you start knowing" ability or a once per game ability that had already been used.
- Once a player has changed character, their previous character ability has no further effect on the game.
- If a player dies then becomes the Hatter, the evil players do not change characters tonight.
- Once a character has been chosen, a second player cannot choose the same character. If it is already in play, the player with that character must choose a new character.

Examples

The Hatter dies. The Ojo chooses to become the No Dashii and the Devil's Advocate chooses to become the Scarlet Woman.

The Vigormortis has killed their Pit-Hag, then later kills the Hatter. Both players choose to stay the same characters, so that they don't lose the effects of the Vigormortis.

The Assassin kills a player. The Hatter is executed. That night, the Assassin becomes the Mastermind and the Mastermind shakes their head no to stay the Mastermind. The Storyteller shakes their head no because the Mastermind character has been chosen already, and gestures for the Mastermind player to choose again, so they choose Assassin. The new Assassin then uses their new ability to kill a player.

How to run

If the Hatter dies, mark them with the “Tea Party Tonight” reminder. During that night, wake the Minions and Demon.

Show them the “This Character Selected You” info token, then the Hatter token. Each player either shakes their head no or points to another character of the same type as their current character. If a second player would end up with the same character as another player, shake your head no and gesture for them to choose again. Put them to sleep. Remove the “Tea Party Tonight” reminder. Change each player to the character they chose.

Optional rule: if the Hatter dies, allow the Demon to become a Minion, and a Minion to become a Demon. This may cause some chaos among the evil team as they try to communicate silently at night about who wants to be the Demon.

Interesting interactions

If the Hatter is drunk or poisoned when they die, nothing happens. If a Minion or Demon is drunk or poisoned when they change character, this still works as it's due to the Hatter ability, not their own, though they'd still be drunk or poisoned with whatever new character they change to.

Alchemist: ~~If the Minion whose ability the Alchemist has comes into play, the Alchemist gains a new ability instead.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Alchemist v2.]

Apprentice: An Apprentice with a Minion ability is not a Minion and is not affected by the Hatter ability

Bounty Hunter: The Bounty Hunter evil Townsfolk is not a Minion or Demon, so does not choose a new character.

Chambermaid: A player waking to make only a Hatter choice and nothing else does not count as waking to the Chambermaid - it's not their own ability.

Cult Leader: An evil Cult Leader is not a Minion or Demon, so does not choose a new character.

Damsel: Even if the Minions have changed characters, a used guess is still used.

Evil Twin: If an Evil Twin ability comes into play through the Hatter, you should wake each twin individually to show them who their twin is and what character it is. Remember that the good twin doesn't have to be alive and generally shouldn't be if this happens in late game as this can mean the good team cannot win.

Fearmonger: If a player becomes a Fearmonger, their choices as their previous character aren't relevant to the Fearmonger announcement, their first pick will cause an announcement regardless of who it is.

Godfather: If a Godfather comes into play, they'd immediately learn the in-play Outsiders, whether those Outsiders are dead or alive.

Legion: ~~Jinx - If the Hatter dies and Legion is in play, nothing happens. If the Hatter dies and an evil player chooses Legion, all current evil players become Legion.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Hatter dies and Legion is in play, nothing happens. If the Hatter dies and an evil player chooses Legion, all current evil players become Legion.
- **Current** → If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.]

Leviathan: ~~Jinx - If the Hatter dies on or after day 5, the Demon cannot choose Leviathan.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Hatter dies on or after day 5, the Demon cannot choose Leviathan.
- **Current** → The Leviathan cannot enter play after day 5.]

Lil' Monsta: A Lil' Monsta holder would be able to choose another Demon, as usual for Demons. Jinx - If a Demon chooses Lil' Monsta, they also choose a Minion to become and babysit Lil' Monsta tonight.

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If a Demon chooses Lil' Monsta, they also choose a Minion to become and babysit Lil' Monsta tonight.
- **Current** → If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.]

Lleech: A Leech coming into play would immediately select a host, then follow that by choosing a kill.

Lunatic: A Lunatic can be given the choice to change characters as if they were the real Demon and a Hatter had died, regardless of whether the actual Hatter died or not.

Marionette: If a player chooses Marionette with the Hatter ability, you should tell them they're a good character and tell the Demon they are the Marionette. There may also be a future jinx for the Marionette.

[PATCH - Almanac update effective 2025.10.09: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil' Monsta, Poppy Grower, Hatter, Damsel.]

Plague Doctor: ~~If the in-play Minion abilities change due to the Hatter, this does not affect a Plague Doctor granted Storyteller ability.~~

[PATCH - ability text change effective 2024.06.27: This advice is moot with Plague Doctor v2.]

Po: A Po that comes into play would have the choice to kill no-one or 1 player - choices as a previous character are not relevant for the Po ability.

Preacher: A Minion chosen by the Preacher that changes character is still affected by the Preacher ability.

Pukka: If the Demon changes away from being a Pukka, the previously poisoned player immediately sobers and will not die tonight.

Recluse: It's possible to wake the Recluse as if they were a Minion or Demon to allow them to change characters, but this is very rarely fun, so recommended against.

Riot: ~~Jinx -- If the Hatter dies, Riot is in play and a Riot chooses a different Demon, a normal evil team is created from the Riot players. If the Hatter dies and the Demon chooses Riot, Minions become Riot too.~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Undertaker: The Undertaker learns the information that was true at the time of execution, regardless of whether the executed player's character changes afterwards.

Vigormortis: A Demon that changes from a Vigormortis to something else while having killed Minions to maintain their abilities in death will cause those abilities to immediately be lost. However, if the Vigor stays in play, a Vigor-killed Minion can change character and continue to use their new ability.

Zombuul: An already-dead player that chooses to become a Zombuul does not return to life as a once-killed Zombuul, they are already dead.

Kazali (Demon)

Announced 2023.12.28

#experimental-how-to-run Discord content 2023.12.28

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Kazali>

#experimental-how-to-run Discord content

Kazali (Demon) Ability: Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

The Kazali chooses their own Minions.

- If a Kazali is created mid game, the Kazali does not choose new Minion players.
- The Storyteller can give the Minions' original good characters as bluffs to the Demon, since they are not in play.
- The Kazali acts at a time that is technically both during setup and during the first night.
- The Storyteller may keep the Kazali awake, or put the Kazali to sleep, when waking the Minions to tell them which Minion that they are.
- Only Minions that are on the script may be chosen. Duplicate Minion characters are not allowed.

[PATCH - Almanac update effective 2025.10.09: The Kazali can make whatever player they want into a Minion, regardless of that player's character ability eg. Soldier, Goon, Damsel, King.]

Examples

There are 15 players and no Minions in play yet. The Kazali wakes and chooses that Doug becomes the evil Organ Grinder, that Amy becomes the evil Vizier, and that Lewis becomes the evil Goblin.

How to run

While setting up the game, remove all Minion tokens and add Townsfolk or Outsider tokens.

During the first night, wake the Kazali. The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token, show them the "You Are" info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.

Each night except the first, wake the Kazali. They point at any player. That player dies—mark them with the "Dead" reminder. Put the Kazali to sleep.

Depending on the script, adding more than one Outsider can put the good team at a significant disadvantage.

Interesting interactions

Drunk/poisoned: The Kazali cannot be made drunk or poisoned on the first night, preventing their Minion choices - it acts before any drunk/poisoning characters other than the Goon (see below).

Alchemist: ~~The Kazali has to choose their Minions so that the Storyteller knows what's in play in order to give the Alchemist their ability.~~

[PATCH - ability text change effective 2024.12.06: this advice is moot with Alchemist v2]

Balloonist: A Balloonist could be replaced by the Kazali, but because their setup effect can be

duplicated by the Kazali's setup effect, this is legitimate.

Bounty Hunter: ~~Jinx: "An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → An evil Townsfolk is only created if the Bounty Hunter is still in play after the Kazali acts.
- **Current** → If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.]

Chambermaid: Minions waking to learn they have become Minions are not waking due to their own ability, but the Kazali's.

Choirboy: ~~Jinx: "The Kazali can not choose the King to become a Minion if a Choirboy is in play."~~

[PATCH - jinx deleted effective 2025.10.09]

Damsel: Minions are informed about the Damsel after the Kazali has made all their choices. So if the Damsel is chosen by the Kazali to become a Minion, the Minions do not learn there was a Damsel in play.

Goon: ~~Jinx: "If the Kazali chooses the Goon to become a Minion, remaining Minion choices are decided by the Storyteller."~~

[PATCH - jinx revision effective 2024.10.18:

Kazali / Goon:

- ~~**Previous** → If the Kazali chooses the Goon to become a Minion, remaining Minion choices are decided by the Storyteller.~~
- ~~**Current** → The Kazali can choose that the Goon player is one of their evil Minions.]~~

[PATCH - jinx deleted effective 2025.10.09]

[PATCH - Almanac update effective 2025.10.09: The Kazali can make whatever player they want into a Minion, regardless of that player's character ability eg. Soldier, Goon, Damsel, King.]

Huntsman: ~~Jinx: "If the Kazali chooses the Damsel to become a Minion, and a Huntsman is in play, a good player becomes the Damsel."~~

[PATCH - jinx deleted effective 2025.10.09]

Lunatic: While the Lunatic ability technically requires any Demon to learn which players a Lunatikazali picked to become Minions, the Storyteller might choose not to do so.

Magician: If the Magician is in play, the Storyteller should put the Kazali to sleep when waking each Minion to tell them their character has changed, then show both the Demon and the Magician during the Minion info step.

Marionette: Jinx: ~~"If the Kazali chooses to create a Marionette, they must choose one of their neighbours."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Kazali chooses to create a Marionette, they must choose one of their neighbors.
- **Current** → If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.]

Poppy Grower: If the Poppy Grower is in play, the Storyteller should put the Kazali to sleep when waking each Minion to tell them their character has changed and then run the Poppy Grower as normal.

Soldier: ~~Unlucky Kazali! You might be one Minion down now Better pay attention during Demon Info to make sure you get told all the players you picked!~~

~~**[PATCH - new jinx effective 2024.06.27:**~~

~~**Kazali / Soldier:** If the Kazali turns the Soldier into a Minion, the Soldier chooses which not in play Minion to become.]~~

~~**[PATCH - jinx update effective 2024.10.18:**~~

~~**Kazali / Soldier:**~~

- ~~**Previous** → If the Kazali turns the Soldier into a Minion, the Soldier chooses which not in play Minion to become.~~
- ~~**Current** → The Kazali can choose that the Soldier player is one of their evil Minions.]~~

~~**[PATCH - jinx deleted effective 2025.10.09]**~~

~~**[PATCH - Almanac update effective 2025.10.09:** The Kazali can make whatever player they want into a Minion, regardless of that player's character ability eg. Soldier, Goon, Damsel, King.]~~

Village Idiot (Townfolk)

Announced 2024.01.05

#experimental-how-to-run Discord content 2024.01.05

Almanac entry added 2024.05.30

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Village_Idiot

#experimental-how-to-run Discord content

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

The Village Idiots are a group that learn players' alignments.

- The Village Idiot that is drunk is chosen by the Storyteller during the game setup.
- There may be one, two, or three Village Idiots in play, irrespective of the number of players.
- If there is only one Village Idiot in play, they are sober.
- The drunk Village Idiot may get true information.

- When Village Idiots are added to the game during setup, they replace other Townsfolk.
- If a Village Idiot is created mid-game, only one is created.
- Village Idiots act one at a time, not all together.
- If all sober Village Idiots exit play, the remaining drunk Village Idiot remains drunk.
- If a sober Village Idiot becomes drunk or poisoned by other means, the drunk Village Idiot remains drunk.

Examples

Doug, Lewis, and Amy are all Village Idiots. Doug is drunk. At night, they all choose Evin, the Kazali. Doug learns that Evin is good. Lewis and Amy learn that Evin is evil.

Ben and Marianna are Village Idiots. Marianna is drunk. Sarah is evil, and bluffing as the Village Idiot. Ben chooses Sarah and learns that she is evil. Marianna chooses the Heretic player and learns that they are good. Sarah claims to have chosen Ben and learnt that he is evil.

How to run

While setting up the game, before putting the character tokens in the bag, replace zero, one or two Townsfolk tokens with Village Idiot tokens. While preparing the first night, mark one Village Idiot with the “Drunk” reminder.

During each night, wake any Village Idiot. They point to a player. Give a thumbs up or a thumbs down. Put that Village Idiot to sleep. Repeat until all Village Idiots have acted.

Interesting Interactions

Pit Hag (jinx): If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.

Yaggababble (Demon)

Announced 2024.02.29

#experimental-how-to-run Discord content 2024.03.01

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Yaggababble>

#experimental-how-to-run Discord content

Yaggababble (Demon) Ability: You start knowing a secret phrase. For each time you said it publicly today, a player might die.

The **Yaggababble** kills by talking.

- The phrase that the Yaggababble says can be any length, but is usually 2 to 5 words long.
- If the Yaggababble says this phrase, the Storyteller may kill a player any time afterwards, until dawn.

- The Yaggababble may say this phrase as a standalone sentence, or part of another sentence.
- The Yaggababble may say this phrase multiple times per day. If so, the Storyteller may kill multiple players.
- The Storyteller chooses which players die.
- The Storyteller may choose to kill less players than the number of times the phrase was said.
- If the Yaggababble is drunk or poisoned, players cannot die, even if the Yaggababble was sober and healthy when they said their phrase. If the Yaggababble is sober and healthy, players might die, even if the Yaggababble was drunk or poisoned when they said their phrase.
- It is rare for the Yaggababble to kill during the day.

EXAMPLES

- The Yaggababble's phrase is "that sounds fishy". The Yaggababble says this once during the first day. That night, a player dies. The next day, the Yaggababble says "that sounds fishy" three times. That night, three players die.
- The Yaggababble has said their phrase twice today. A Witch is in play. When the Heretic nominates, the Heretic dies, even though they were not cursed by the Witch. The Golem nominates the Demon, and the Golem dies. Both players died due to the Yaggababble's ability.

HOW TO RUN

During setup, write a phrase on a piece of paper, or on a phone.

During the first night, wake the Demon. Show this phrase, then put them to sleep.

Each time Demon says the secret phrase, put a DEAD reminder in the centre of the left side of the Grimoire, as a reminder to yourself to place it tonight.

Each night, you may mark players with these DEAD reminders, and add a shroud to each marked player. These players die.

[PATCH - guidance issued in The Carousel almanac 2025.06.24:

Choose a phrase that is fairly plain. If the Demon has an unusual phrase each day, they will likely die or say it rarely. If the Demon has a common, believable phrase, they will likely say it each day, perhaps more than once each day.]

JINXES

- Exorcist: ~~"If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Exorcist chooses the Yaggababble, the Yaggababble ability does not kill tonight.
- **Current** → If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.]

Yaggababble Supplement

2024.03.01

Yagababble: The Storyteller Guide by Jams: <http://bit.ly/yaggababble>

Google Drive mirror: [BotC EXPERIMENTAL - Yaggababble Supplement](#)

Summoner (Minion)

Announced 2024.03.21

#experimental-how-to-run Discord content 2024.03.21

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Summoner>

#experimental-how-to-run Discord content

Summoner (Minion) Ability: You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

The Summoner creates a Demon.

- The Summoner may choose any player to become the Demon, even themselves.
- The new Demon does not learn which players are Minions, or vice versa. The evil players will need to talk amongst themselves to figure this out.
- Even though there is no Demon in play for two days, the game does not end. However, if the Summoner becomes unable to create a Demon (due to dying, becoming drunk on night 3 etc.) good wins.
- The newly created Demon acts on the same night that it is created.

Examples

On the third night, the Summoner chooses the Snitch player, and the Lleech. The Snitch becomes the evil Lleech, and chooses a player to poison, and a player to kill.

On the first day, the Summoner is executed. Good wins.

On the third night, the Summoner turns the Alchemist into the Leviathan. At dawn, all players learn that Leviathan is in play, and that it is day three of five.

How to run

During the setup phase, remove the Demon and add a Townsfolk. When preparing the first

night, put the Summoner's "Night 1" reminder by the Summoner.

When preparing the second night, put the Summoner's "Night 2" reminder by the Summoner.
When preparing the third night, put the Summoner's "Night 3" reminder by the Summoner.

During the first night, show the Summoner 3 not-in-play characters as bluffs.

During the night, if the Summoner has a "Night 3" reminder, wake the Summoner. They point at a player, and to a Demon icon on the character sheet. Put the Summoner to sleep. Wake the chosen player. Show the "You are" info token, then the Demon token. Show the "You are" info token, then give a thumbs down. Replace their character token with the Demon token and put the new Demon to sleep.

Interesting interactions

Drunk/poisoned: As called out in the almanac, if the Summoner is drunk or poisoned on night 3, the good team wins *[exceptions added for Courtier, Engineer, & Preacher]*.

Alchemist: jinx - ~~"If there is an Alchemist Summoner in play, the game starts with a Demon in play, as normal. If the Alchemist Summoner chooses a player, they make that player a Demon but do not change their alignment."~~

[PATCH - jinx update effective 2025.07.18 -

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]]

Barber: If the Barber dies while there is no Demon, nothing happens.

Clockmaker: jinx - ~~"If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Summoner is in play, the Clockmaker does not receive their information until a Demon is created.
- **Current** → The Summoner registers as the Demon to the Clockmaker.]

[Courtier:] ~~**[PATCH - new jinx effective 2024.05.15:**~~

~~**Summoner / Courtier:** If the Summoner is drunk on the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Summoner is drunk on the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.
- **Current** → If the living Summoner is removed from play, the Storyteller has the Summoner ability.]

Engineer: If the Engineer chooses to change the Demon while there is no Demon in play, there is no effect.

~~[PATCH - new jinx effective 2024.05.15:~~

~~**Summoner / Engineer:** If the Engineer removes a Summoner from play before that Summoner uses their ability, the Summoner uses their ability immediately.]~~

~~[PATCH - jinx update effective 2025.10.09:~~

- ~~• **Previous** → If the Engineer removes a Summoner from play before that Summoner uses their ability, the Summoner uses their ability immediately.~~
- ~~• **Current** → If the living Summoner has no ability, the Storyteller has the Summoner ability.]~~

Goon: Ouch. That's not a good time. That's a drunk Summoner, a Goon that turns evil and an evil team, including that Goon, that immediately loses (all assuming the Summoner is the first to select the Goon that night).

[Hatter:] ~~[PATCH - new jinx effective 2024.05.15:~~

~~**Summoner / Hatter:** The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.]~~

~~[PATCH - jinx update effective 2025.10.09:~~

- ~~• **Previous** → The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.~~
- ~~• **Current** → If the Summoner creates a second living Demon, deaths tonight are arbitrary.]~~

Kazali: jinx ~~—"The Kazali can not choose to create a Summoner."~~

~~[PATCH - updated jinx effective 2024.05.15:~~

~~**Summoner / Kazali:**~~

- ~~• **Previous** → The Kazali can not choose to create a Summoner.~~
- ~~• **Current** → The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.]~~

~~[PATCH - jinx update effective 2025.10.09:~~

- ~~• **Previous** → The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.~~
- ~~• **Current** → If the Summoner creates a second living Demon, deaths tonight are arbitrary.]~~

Legion: jinx ~~—"If the Summoner creates Legion, most players (including all evil players) become evil Legion."~~

~~[PATCH - jinx update effective 2025.10.09:~~

- ~~• **Previous** → If the Summoner creates Legion, most players (including all evil players) become evil Legion.~~

- **Current** → If Legion is summoned, all evil players become Legion.]

Marionette: jinx ~~"The Marionette neighbours the Summoner. The Summoner knows who the Marionette is."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Marionette neighbors the Summoner. The Summoner knows who the Marionette is.
- **Current** → If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.]

Pit-Hag: This is a potentially massively unfun combination, so think *incredibly* carefully before putting these both on a script together.

~~**[PATCH - new jinx effective 2024.05.15:**~~

~~**Summoner / Pit-Hag:** The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.
- **Current** → If the Summoner creates a second living Demon, deaths tonight are arbitrary.]

Poppy Grower: jinx ~~"If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player."~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Poppy Grower is alive when the Summoner acts, the Summoner chooses which Demon, but the Storyteller chooses which player.
- **Current** → If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.]

Revolutionary: It's worth thinking carefully before putting Summoner in a Revolutionary game that's being played for accessibility reasons.

[Preacher:] ~~**[PATCH - new jinx effective 2024.06.27:**~~

~~**Summoner / Preacher:** If the Preacher chooses the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Preacher chose the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.
- **Current** → If the living Summoner has no ability, the Storyteller has the Summoner ability.]

[Pukka:] ~~[PATCH -- new jinx effective 2024.05.15:~~

~~Summoner / Pukka: The Summoner may choose a player to become the Pukka on the 2nd night.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Summoner may choose a player to become the Pukka on the 2nd night.
- **Current** → The Summoner may summon a Pukka on the 2nd night instead of the 3rd.]

Riot: ~~jinx - "If the Summoner creates Riot, the chosen player and all evil players become Riot. The chosen player must be one of the Summoner's living good neighbours."~~

~~[PATCH -- updated jinx effective 2024.05.15:~~

~~Summoner / Riot:~~

- ~~**Previous** → If the Summoner creates Riot, the chosen player and all evil players become Riot. The chosen player must be one of the Summoner's living good neighbours.~~
- ~~**Current** → If the Summoner creates Riot, all Minions become Riot]~~

[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

Zombuul: ~~If the Summoner chooses a dead player to be the Zombuul, they're already dead and do not become a registering-as-dead Zombuul, they are just dead and the good team wins.~~

~~[PATCH -- new jinx effective 2024.05.15:~~

~~Summoner / Zombuul: If the Summoner turns a dead player into the Zombuul, the Storyteller treats that player as a Zombuul that has died once.]~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Summoner turns a dead player into the Zombuul, the Storyteller treats that player as a Zombuul that has died once.
- **Current** → If the Summoner summons a dead player into the Zombuul, the Zombuul has already "died once".]

Banshee (Townsfolk)

Announced 2024.04.25

#experimental-how-to-run Discord content 2024.04.25

Almanac entry added 2024.05.30

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Banshee>

#experimental-how-to-run Discord content

Banshee (Townsfolk)

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

The Banshee becomes more powerful when dead – nominating and voting twice as much.

- When alive, the Banshee nominates and votes like a regular player.
- When dead, they may nominate twice per day, even though dead players may normally not nominate at all.
- When dead, they may vote for any nomination they wish and do not need a vote token to do so. They may vote twice for the same nomination.
- The Banshee only gains these powers if they were killed by the Demon. Dying by execution or to a non-Demon ability does not count.
- To vote twice, the Banshee player raises both hands when votes are counted. If the player is unable to do this due to a physical disability, the Storyteller can count their normal vote twice.

Examples

The Kazali kills the Banshee. All players learn that the Banshee has died. Tomorrow, the Banshee nominates the Village Idiot and votes twice, then nominates the Fearmonger and votes twice, then votes twice when the Shugenja is nominated. The next day, the Banshee doesn't nominate at all, but votes twice for the Kazali.

The Banshee is poisoned. The Ojo kills the Banshee. Nobody learns that the Banshee has died, and for the rest of the game, the Banshee may not nominate, and has just one vote.

The Lycanthrope kills the Banshee. The Banshee does not gain their additional powers and is not announced.

How to run

If the Banshee is killed by the Demon, place the HAS ABILITY reminder token next to the Banshee and say "The Banshee has awoken" or something similarly dramatic. The Banshee may nominate twice per day, but it is the player's responsibility to remember how many times they have nominated. The Banshee may raise two hands when voting. When counting the votes, count each hand as a vote.

If the Banshee is killed by the Demon but does not have their ability at that time or is killed by a

non-Demon ability, then do not tell the group that the Banshee ability has been triggered. The Banshee may not nominate, and needs a vote token to vote, like a regular dead player.

If all living players are evil, the game does not end early. Good can still win due to the Banshee being able to nominate.

Interesting Interactions

Leviathan (Jinx): ~~If Leviathan is in play, and the Banshee dies by execution, all players learn that the Banshee has died, and the Banshee gains their ability.~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If Leviathan is in play, and the Banshee dies by execution, all players learn that the Banshee has died, and the Banshee gains their ability.
- **Current** → Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.]

Riot (Jinx): ~~If Riot nominates and kills the Banshee, all players learn that the Banshee has died, and the Banshee may nominate two players immediately.~~

[PATCH - jinx update effective 2024.12.06:

- **Previous** → If Riot nominates and kills the Banshee, all players learn that the Banshee has died, and the Banshee may nominate two players immediately.
- **Current** → Each night*, Riot chooses an alive good player (different to previous nights): a chosen Banshee dies & gains their ability.]

Vortex (Jinx): ~~If the Vortex is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vortex is in play and the Demon kills the Banshee, the players still learn that the Banshee has died.
- **Current** → If the Vortex kills the Banshee, all players learn that the Banshee has died.]

2024.04.26 [ADDED LATER]

Resurrection: If the Banshee is resurrected, their ability resets. Therefore, a resurrected Banshee has their normal ability text, but can only nominate once per day and vote once per nomination

Rules Update 2024.05.15

TPI implemented 2024.05.15

ABILITY TEXT CHANGES

- **King**
 - **Previous** → Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
 - **Current** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.

ALMANAC CHANGES

- **Goblin**

- The Goblin now has a rulebook entry in the experimental almanac.

NEW JINXES

- **Pit-Hag**

- **Pit-Hag / Cult Leader:** If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.
- **Pit-Hag / Goon:** If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

- **Politician**

- **Politician / Vizier:** The Politician might register as evil to the Vizier.

- **Summoner**

- ~~○ **Summoner / Courtier:** If the Summoner is drunk on the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.~~
- ~~○ **Summoner / Engineer:** If the Engineer removes a Summoner from play before that Summoner uses their ability, the Summoner uses their ability immediately.~~
- ~~○ **Summoner / Hatter:** The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.~~
- ~~○ **Summoner / Pit-Hag:** The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.~~
- ~~○ **Summoner / Pukka:** The Summoner may choose a player to become the Pukka on the 2nd night.~~
- ~~○ **Summoner / Zombuul:** If the Summoner turns a dead player into the Zombuul, the Storyteller treats that player as a Zombuul that has died once.~~
- **[All Summoner jinxes revised effective 2025.10.09]**

UPDATED JINXES

- **Pit-Hag / Politician**

- **Previous** → The Pit-Hag cannot create an evil Politician.
- **Current** → If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

- **Spy / Damsel**

- **Previous** → Only 1 jinxed character can be in play.
- **Current** → If the Spy is (or has been) in play, the Damsel is poisoned.

- **Summoner / Kazalil**

- ~~○ **Previous** → The Kazali can not choose to create a Summoner.~~
- ~~○ **Current** → The Summoner cannot create an in-play Demon. If the Summoner creates a not-in-play Demon, deaths tonight are arbitrary.~~
- **[All Summoner jinxes revised effective 2025.10.09]**

- ~~● **Summoner / Riot**~~

- ~~○ **Previous** → If the Summoner creates Riot, the chosen player and all evil players become Riot. The chosen player must be one of the Summoner's living good neighbours.~~

~~○ **Current** → If the Summoner creates Riot, all Minions become Riot.~~
[PATCH - jinx removed effective 2024.12.06: jinx removed with Riot v2]

- **Widow / Damsel**
 - **Previous** → Only 1 jinxed character can be in play.
 - **Current** → If the Widow is (or has been) in play, the Damsel is poisoned.

MISCELLANEOUS

- **Teensyville**
 - Teensyville scripts now have 6 Townsfolk, 2 Outsiders, 2 Minions, and 2 Demons.

Ogre (Outsider)

Announced 2024.05.23

#experimental-how-to-run Discord content 2024.05.23

Almanac entry added 2024.06.08

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Ogre>

#experimental-how-to-run Discord content

Ogre (Outsider) Ability: On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.

The Ogre is someone's best friend.

- The Ogre's chosen player does not change, even if the Ogre is drunk or poisoned when they chose.
- The Ogre becomes the same alignment as their chosen player immediately on the first night, even if the Ogre is drunk or poisoned.
- The Ogre is not told their alignment at the beginning of the game.
- If the Ogre changes alignment by other means, the Ogre learns their new alignment, as normal.
- If an Ogre is created mid-game, the Ogre chooses a player that night, and becomes their alignment.

EXAMPLES

On the first night, the Ogre chooses the Summoner. The Ogre becomes evil, and stays evil for the rest of the game. On the first night, the Ogre chooses the Banshee. The Ogre stays good.

On the third night, the Mezepheles turns the Banshee evil. The Ogre remains good.

HOW TO RUN

During the first night, wake the Ogre. The Ogre points to a player. Put the Ogre to sleep. If the Ogre pointed to an evil player, flip the Ogre's character token upside down to represent that the Ogre is evil.

Optional rule: Mark the Ogre's chosen player with a "Friend" reminder. The Ogre is always the same alignment as their friend. If the Ogre's friend changes alignment, the Ogre changes alignment too, but the Ogre does not learn this. This is only recommended for games of 15 players or more, so that there are not too many evil players.

Interesting Interactions

Drunk/poisoned: The Ogre becomes the alignment of their chosen friend regardless of any drunkenness or poison.

Pit-Hag (Jinx): If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.

Recluse (Jinx): If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

Spy (Jinx): The Spy registers as evil to the Ogre.

Bounty Hunter: A sober Bounty Hunter can be shown an evil Ogre.

Cannibal: If a good Ogre is executed, the Cannibal gains the Ogre ability, wakes to pick a player, and becomes the alignment of that player. They are not told their alignment. The next time a player dies to execution, the Cannibal loses the Ogre ability but stays the alignment of the player they chose for the rest of the game. If an evil Ogre is executed, the Cannibal is poisoned due to the Cannibal's ability.

Mezephales: If a good Ogre says the Mez word, they turn evil and learn that they are now evil. If an evil Ogre says the Mez word, nothing happens, and a good player may still say the word and turn evil.

Spy/Widow: The Spy/Widow does not see which player the Ogre selected, but may see the Ogre's alignment.

Rules Update 2024.05.24

TPI implemented 2024.05.24

NEW JINXES

- **Cannibal / Juggler:** If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

UPDATED JINXES

- **Vizier / Magician**

~~○ **Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~

☉ ~~Current~~ → If the Vizier and Magician are both in play, the Demon does not learn the Minions.

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vizier and Magician are both in play, the Demon does not learn the Minions.
- **Current** → If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.]

<https://wiki.bloodontheclocktower.com/Changelog>

Rules Update 2024.06.06

2024.06.06

NEW JINXES

- **Philosopher / Bounty Hunter:** If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

UPDATED JINXES:

☉ ~~Organ Grinder / Flowergirl~~

☉ ~~Previous~~ → If players' eyes were closed during the nominations, the Flowergirl learns how many times the Demon voted.

☉ ~~Current~~ → If the Organ Grinder is causing eyes-closed voting, the Flowergirl wakes tonight to choose a player: they learn if that player voted today. (instead of their normal ability)

[PATCH - jinx removed effective 2024.06.27:

The **Organ Grinder / Flowergirl** jinx removed.]

<https://wiki.bloodontheclocktower.com/Changelog>

Juggler Rules Update 2024.06.20

2024.06.20

When making a Juggler guess, the Juggler may not guess the same player and character more than once.

For example, the Juggler may not "guess that Michael is the Artist three times, and Julie is the No Dashii two times".

For example, the Juggler may not "guess that Julian is the Snake Charmer" and then "guess that Julian is the Snake Charmer".

The Juggler MAY guess the same player as different characters, or different players as the same character.

For example, the Juggler may "guess that Michael, Julie, and Julian are the Fang Gu". The Juggler may "guess that Michael is the Fang Gu, the Witch, and the Flowergirl".

This goes for bluffing as the Juggler too.

On a completely unrelated note, shoutout to all my friends in Beijing, Shanghai, and Shenzhen ;)

https://x.com/Steve_Medway/status/1803795679120359434

Alsaahir (Townsfolk)

Announced 2024.06.27

#experimental-how-to-run Discord content 2024.06.27

Almanac entry added 2024.06.28

Revision to v1.1 announced 2024.10.29

Revision to v1.1 implemented by TPI 2024.11.08

Almanac entry added 2024.11.18

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Alsaahir>

#experimental-how-to-run Discord content

Alsaahir (Townsfolk):

Ability: ~~Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.~~

[PATCH new ability text effective 2024.11.08:

Alsaahir (Townsfolk):

- **Previous** → Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
- **Current** → Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.]

The **Alsaahir** guesses the entire evil team.

- The Alsaahir's guesses need to be public, and they need to be during the day.
- They don't have to guess every day.
- Other players may pretend to be the Alsaahir and make a guess. Like the Juggler or the Gossip, the Storyteller will briefly pretend that player is the Alsaahir.
- If the Alsaahir guesses the Demon player as the Demon, and the Minion players as Minions, the game ends immediately. The Alsaahir must guess all Demon and Minion players.
- The Alsaahir doesn't need to guess specific minion characters, nor demon characters.
- ~~If there is more than one Demon in play, all Demons must be guessed.~~
- **[PATCH - clarification issued the The Carousel Almanac 2025.06.24:**
If there is more than one Demon in play, all Demons must be guessed, including dead Demons.]

- If a player is a Minion and a Demon, such as Legion, the Alsaahir must guess this player as a Demon.
- Once a guess is made, the Alsaahir cannot change their mind later that day and guess again.
- The Alsaahir needs to guess Minions and Demons, even if they are good, but need not guess which Travellers are evil.
- If the evil team has changed during the game, the Alsaahir must guess the current evil team, not the starting evil team.

EXAMPLES

The Alsaahir guesses four good players. Nothing happens.

The Alsaahir guesses that Doug is the Demon, and Ben and Sarah are Minions. Doug is the Demon, and Ben and Sarah are Minions. Good wins immediately.

The drunk Alsaahir guesses that Doug is the Demon, and Ben and Sarah are Minions. Doug is the Demon, and Ben and Sarah are Minions. Nothing happens and the game continues. The next day, the sober Alsaahir guesses that Ben is the Demon and Doug and Sarah are Minions. Nothing happens and the game continues.

HOW TO RUN

Each day, once only, if the Alsaahir declares that they wish to use their ability, prompt them to guess which player is the Demon, and which player(s) are Minions. If incorrect, nothing happens, and the game continues. If correct, declare that good wins.

Optional rule: like the Juggler and the Gossip, the Storyteller may limit the number of players that make an Alsaahir guess to three players per day. Only use this optional rule if so many players are bluffing as the Alsaahir that the game slows down and ceases to be fun.

Interesting Interactions

Legion, Lil' Monsta: If a player registers as both a Minion and a Demon, the Alsaahir must guess that player as a Demon in order for their guess to be correct.

Spy, Recluse: Yes, but don't. We have yet to encounter a situation where it was fun for the players to have the Spy or Recluse misregister to the Alsaahir's ability.

Vizier (Jinx): ~~If the Vizier is in play, the Alsaahir must also guess which Demon(s) are in play.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Vizier is in play, the Alsaahir must also guess which Demon(s) are in play.
- **Current** → The Storyteller doesn't declare the Vizier is in play.]

Rules Update 2024.06.27

TPI implemented 2024.06.27

NEW CHARACTERS

- **Alsaahir:** Guess who? It's the Alsaahir. Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

ABILITY TEXT CHANGES

- **Balloonist**
 - **Previous** → Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
 - **Current** → Each night, you learn a player of a different character type than last night. [+0 or +1 Outsider]
- **Harpy**
 - **Previous** → Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
 - **Current** → Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.
- **Lil' Monsta**
 - **Previous** → Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
 - **Current** → Each night, Minions choose who babysits Lil' Monsta & 'is the Demon'. Each night*, a player might die. [+1 Minion]
- **Plague Doctor**
 - **Previous** → If you die, the Storyteller gains a not-in-play Minion ability.
 - **Current** → If you die, the Storyteller gains a Minion ability.

NEW JINXES

- **Kazali**
 - ~~Kazali / Soldier: If the Kazali turns the Soldier into a Minion, the Soldier chooses which not-in-play Minion to become.~~
[PATCH - jinx revision effective 2024.10.18:
Kazali / Soldier:
■ ~~Previous~~ → If the Kazali turns the Soldier into a Minion, the Soldier chooses which not-in-play Minion to become.
■ ~~Current~~ → The Kazali can choose that the Soldier player is one of their evil Minions.]
[PATCH - jinx deleted effective 2025.10.09]
- **Legion**
 - **Legion / Minstrel:** If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.
- **Summoner**

- ~~○ **Summoner / Preacher:** If the Preacher chose the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Preacher chose the Summoner on or before the 3rd night, the Summoner chooses which Demon, but the Storyteller chooses which player.
- **Current** → If the living Summoner has no ability, the Storyteller has the Summoner ability.]

UPDATED JINXES

- **Al-Hadikhia / Mastermind**

- **Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
- **Current** → If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

- **Legion / Preacher**

- **Previous** → Only 1 jinxed character can be in play.
- **Current** → If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

- **Lil' Monsta / Magician**

- ~~○ **Previous** → Only 1 jinxed character can be in play.~~
- ~~○ **Current** → Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.
- **Current** → If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.]

- ~~● **Organ Grinder / Minstrel**~~

- ~~○ **Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~
- ~~○ **Current** → If the Minstrel makes everyone drunk, the Organ Grinder keeps their ability but the Minstrel keeps their eyes open when voting.~~

[PATCH - jinx removed effective 2024.10.18:

The **Organ Grinder / Minstrel** jinx has been removed.]

- ~~● **Organ Grinder / Preacher**~~

- ~~○ **Previous** → Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.~~
- ~~○ **Current** → If the Preacher removes the Organ Grinder ability, the Organ Grinder keeps their ability but the Preacher keeps their eyes open when voting.~~

[PATCH - jinx removed effective 2024.10.18:

The **Organ Grinder / Preacher** jinx has been removed.]

REMOVED JINXES

- **Organ Grinder**
 - **Organ Grinder & Flowergirl** are no longer jinxed.

Zealot (Outsider)

Announced 2024.07.25

#experimental-how-to-run Discord content 2024.07.25

Almanac entry added 2024.10.02

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Zealot>

Zealot (Outsider) Ability: If there are 5 or more players alive, you must vote for every nomination.

The **Zealot** votes.

- If there are 5 or more players alive, the Zealot must vote for every nomination. If there are 4 or few players alive, the Zealot can choose whether they vote or not.
- Travellers count as alive players.
- The Zealot can vote like a normal dead player when dead.
- The Zealot does not need to vote for exiles.
- A Zealot must vote even if they think they might be drunk or poisoned.
- It is not the Storyteller's responsibility to monitor the Zealot. They're responsible for their own voting. Deliberately not voting when they should is considered cheating.

EXAMPLES

There are 7 players alive. The Zealot votes for the Alsaahir, the Summoner, Ogre, and the Banshee. The next day, there are 5 players alive. The Zealot votes for the Yaggababble, and the High Priestess. The next day, there are 3 players alive. The Zealot votes for the Yaggababble, but chooses not to vote for the High Priestess.

There are 9 players alive. The Zealot is dead. The Zealot doesn't vote for 3 days, and uses their vote token when just 3 players are alive to vote for the Farmer.

HOW TO RUN

During each nomination, if there are 5 or more players alive, the Zealot must raise their hand to vote.

If the Zealot accidentally forgets to vote, do not tally the Zealot's vote. If you do tally the vote, the total will be more than it should be, and all players will know which player is the Zealot, which is unfair for the evil team. Mistakes happen. Just play on and have a private chat later.

Interesting Interactions

Cannibal (Jinx): If the Cannibal gains the Zealot ability, the Cannibal learns this.

Cerenovus: If a player is made mad as the Zealot, they are expected to vote on every nomination.

Barber, Pit Hag, Farmer: If the Zealot becomes a new character, they no longer have the

Zealot ability and are no longer required to vote on every nomination.

Vizier (Jinx): The Zealot might register as evil to the Vizier.

Legion (Jinx): ~~The Zealot might register as evil to Legion's ability.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → The Zealot might register as evil to Legion's ability.
- **Current** → The Zealot might register as evil to Legion.]

Marionette: If the Marionette thinks they are the Zealot, they should always vote on every nomination.

Mezephales: The Zealot might be a great person to have on your side, since they have to vote on every good player! But they also have to vote on every evil player, so be careful what you wish for...

Riot (Jinx): If you are nominated, you must nominate again, even if dead.

Rules Update 2024.07.26

TPI implemented 2024.07.26

NEW CHARACTERS

- **Zealot:** They've got my vote. It's the **Zealot**.

ABILITY TEXT CHANGES

- **Leech**
 - **Previous** → Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.
 - **Current** → Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

Rules Update 2024.08.29

NEW CHARACTERS

- **Lord of Typhon:** Keep your enemies close, but your friends closer. Welcome the Lord of Typhon.

UPDATED JINXES

- **Marionette / Balloonist**
 - ~~**Previous** → If the Marionette thinks that they are the Balloonist, +1 Outsider was added.~~
 - ~~**Current** → If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Marionette thinks that they are the Balloonist, +1 Outsider might have been added.
- **Current** → If the Marionette thinks that they are the Balloonist, an Outsider might have been added during setup.]

Lord of Typhon (Demon)

Announced 2024.08.29

#experimental-how-to-run Discord content 2024.08.29

Almanac entry added 2024.10.02

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Lord_of_Typhon

Lord Of Typhon (Demon) Ability: Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

[PATCH: The setup notes for the Lord of Typhon changed with the release of the The Carousel Almanac effective 2025.06.24]

The **Lord of Typhon** is surrounded by Minions.

- All evil characters sit next to each other in a continuous line. All evil characters ~~(including Travellers and evil Townsfolk)~~ must be in the line at setup.
- ~~If Lord of Typhon is on the script, the Storyteller decides where Travellers sit, even if the Lord of Typhon is not in play.~~
- Evil Travellers and Evil Townsfolk may be part of the line, but do not have to be.
- The Lord of Typhon must have an evil character on both sides. They cannot sit at the end of the line of evil characters.
- The evil team starts with one additional Minion **when the Lord of Typhon is in play**.
- Any number of Outsiders might be in play.
- Like the Marionette, the Storyteller decides which players are Minions during setup. The Storyteller also decides which player is which Minion.
- If a Lord of Typhon is created mid game, the Lord of Typhon does not need to sit in a line with the evil characters.

[EDITORIAL: The following are legal setup arrangements for Lord of Typhon games:

- Base 1+1 minion game: **M | T | M** is the only option
- Base 2+1 minion game: **M | T | M | M** or **M | M | T | M**
- Base 3+1 minion game: **M | T | M | M | M** or **M | M | T | M | M** or **M | M | M | T | M**
- Any evil Travelers or Townsfolk that start as evil in [Setup] may enter the line at any point.]

EXAMPLES

There are two Minions: the Organ Grinder and the Mezepheles. In between them, neighboring them both, sits the Lord Of Typhon. The number of Outsiders is normal.

The Vizier neighbors the Harpy, who neighbors the Lord Of Typhon, who neighbors the Goblin. There are ten players, and two Outsiders in play, due to the Lord Of Typhon ability.

The Fearmonger neighbors the Boomdandy, who neighbors the Lord Of Typhon, who neighbors the Poisoner, who neighbors the Mastermind. There are 15 players, but zero Outsiders in play, since the Lord Of Typhon removed one Outsider, and the Puzzlemaster became the Boomdandy during the first night.

HOW TO RUN

While setting up the game, remove all Minion tokens and add Townsfolk or Outsider tokens.

During the first night, wake the appropriate number of players directly clockwise and counter-clockwise from the Lord Of Typhon. Show each of these players a unique Minion token, and give a thumbs down. Replace these players' good character tokens with these Minion tokens and put these players to sleep. Then, do the Minion Info and Demon Info steps as normal. Each night except the first, wake the Lord Of Typhon. They point at any player. That player dies—mark them with the “Dead” reminder. Put the Lord Of Typhon to sleep.

Interesting Interactions

Alsaahir: Needs to remember to guess an extra Minion if they think it's a Lord Of Typhon game!

Balloon[-ist]: If the Balloonist becomes a Minion during setup, the Outsider count is not impacted, because the Lord Of Typhon allows for any number of Outsiders to be in play.

Baron: Still adds 2 Outsiders at setup, but the Lord Of Typhon's setup ability means any number of Outsiders count may be in play. However, taking away all the Outsiders the Baron would have added is real sucky for the Baron, so please don't 🙄

Boomdandy: As the Storyteller, be especially mindful with who you leave alive after a Boomdandy execution. If players know it's a Lord Of Typhon game and only one player near the Boomdandy is alive, that would be very rough for the evil players.

Bounty Hunter: The Evil Townsfolk must be in the line at setup, and the Lord Of Typhon does not necessarily have to neighbor two Minions if there is an Evil Townsfolk in play at the start of the game. However, Evil Townsfolk who enter play after setup (due to a Mez word, Philo-Bounty Hunter, etc.) do not have to be in the line, as the line itself is a setup ability.

Chambermaid: The Lord Of Typhon does not wake to their own ability on the first night. Minions learning that they are Minions is part of setup & also do not register to the Chambermaid (though they would register if they woke due to their own Minion ability).

Magician: The Minions see the Magician as the Demon, and the Demon sees the Magician as a Minion. In a Lord of Typhon game, if the Magician isn't next to the line of evil characters, this

may make the Magician obvious to the evil team. However, this can be useful - if the Magician senses that the evil team is coordinated, they'll realize it's a Lord of Typhon game, which can be exceptionally useful information for world-building.

Poppy Grower: The Demon does not learn the Minions, but the Lord of Typhon knows that at least both of their neighbors are Minions, and can coordinate with the two players sitting directly next to them.

Recluse & Spy: The intent of misregistration abilities is that they do not begin until after setup. In playtest, we found that it was never fun for the players to have the Spy or Recluse misregister at setup to be out of or in the line (respectively)

Snake Charmer: I shouldn't have to say this, but because it's been asked multiple times... If the Snake Charmer hits the Lord Of Typhon, no, their neighbors do not become evil Minions.

Soldier: The Soldier doesn't have an active ability during setup, so they are not safe from becoming a Minion to the Lord Of Typhon

Summoner (Jinx): ~~If the Summoner creates a Lord Of Typhon, the Lord Of Typhon must neighbor a Minion. The other neighbor becomes a not-in-play evil Minion.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Summoner creates a Lord of Typhon, the Lord of Typhon must neighbor a Minion. The other neighbor becomes a not-in-play evil Minion.
- **Current** → If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.]

Baker & Zookeeper (Rules)

#experimental-how-to-run - NO ENTRY

Almanac - NO ENTRY

How to Run BotC Wiki - NO ENTRY

Announced feature for Official BotC application 2024.09.14

Baker (Fabled): The nominated player has the group's attention.

Zookeeper (Fabled): Only the nominator and nominee may talk.

App version 3.32.0 is live now - Zookeeper, Baker and voice indicator bars

Yesterday

This major update adds a whole bunch of 'quality of life' stuff, including two new Fabled, empty seat avatars, and more noticeable voice indicator bars. See below for more details.

-  added two new ways to run nominations to the Game Settings for the Storyteller to choose from:
 - "Baker": the nominated player has the group's attention
 - "Zookeeper": only the nominator and nominee may talk



Blood on the Clocktower Online

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Edit: I've been informed that Baker and Zookeeper are not, in fact, Fabled characters, and are merely terms for methods of running nominations and executions. Apologies for the error on my part.

- Ben

[EDITORIAL: This role was announced in an Official Blood on the Clocktower application update and may be implemented as a rule set. According to the TPI staff, this is not a fabled character. This is disclosed in this document for completeness.]

Boffin (Minion)

Announced 2024.09.26

#experimental-how-to-run Discord content 2024.09.26

Almanac entry added 2024.10.02

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Boffin>

Ability: The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both learn which.

The **Boffin** replicates a good ability.

- While the Boffin is alive, the Demon has a single Townsfolk ability or Outsider ability.
- If the Demon is drunk or poisoned, the Demon keeps this good ability. If the Boffin is drunk or poisoned, the Demon temporarily loses this good ability.
- If the Demon dies and has an ability that functions while dead, such as the Sweetheart, the Demon keeps this ability.

- If a new Demon is created, such as via a Scarlet Woman or a Barber, this new Demon has an ability from the Boffin. This ability may be different to the previous Demon's ability.
- If there are multiple Demons alive, only one alive Demon has an ability from the Boffin.
- If the Demon has an ability that modifies the setup, such as a Choirboy, these changes are made during setup, as normal.
- Both the Demon and the Boffin learn which good ability the Demon has. The Storyteller may wake these players independently, or together.
- The not-in-play character may be one of the Demon's 3 bluffs.
- The Demon also wakes at night at the time that the good character would normally wake.

EXAMPLES

The Imp has the Virgin ability. The Alsaahir nominates the Imp, and is immediately executed.

The Lord of Typhon has the Chambermaid ability. Each night, the Lord of Typhon wakes, chooses two players, and learns how many woke tonight. On the 4th night, the Boffin is drunk, so the Demon has no Chambermaid ability, so does not wake.

The Kazali has the Banshee ability. The Kazali dies at night, and the Scarlet Woman becomes the Kazali. The dead Kazali may nominate and vote twice per day.

HOW TO RUN

While setting up the game, before putting character tokens in the bag, make any changes that are indicated in brackets on the Demon's two character abilities. Afterwards, place this second character token by the Demon character token.

During the 1st night, wake the Boffin and the Demon. Show the "This Character Selected You" info token, then the Boffin token, then the good character token. Place this second character token by the Demon character token.

Treat the Demon character as if they had this character ability, as well as their own Demon ability.

Interesting Interactions

Alchemist: If the Alchemist has the Boffin ability, there are so, so many fun things you can do with it. Lots of abilities that are terrible for an evil Boffin to give the Demon are **fantastic** for a good Alchemist Boffin to give the Demon. Just don't be too mean - this is a game, after all!

Alchemist (Jinx): If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Alsaahir: If the Demon has the Alsaahir ability, and they correctly guess the in-play Minion(s) and Demon(s), the good team wins. Unless it's a Heretic game, this isn't a helpful ability for the Boffin to give the Demon.

Amnesiac: Go nuts.

Atheist: If the Demon has the Atheist ability, the Storyteller may break the rules. Pros: Shenanigans! And no one's claiming Atheist! But cons: if the Storyteller is executed, the good team wins. *Note: if the Demon has the Atheist ability, the Atheist's setup condition is not followed, and the Demon & Boffin (and any other evil characters) are put into play.*

Balloonist: Gives the Demon useful information about which good players are Outsiders, and there might be an extra outsider in play, which the Demon doesn't have to mention to anyone.

Banshee: If the Demon with the Banshee ability dies, they have an active Banshee ability - but only as long as the Boffin is alive.

Bounty Hunter: If the Demon has the Bounty Hunter ability, one Townsfolk is evil.

Cannibal: If the Demon has the Cannibal ability, they gain the ability of the recently killed executee (on top of their Demon ability). If an evil player (not the Boffin) is executed, the Demon's Cannibal ability is poisoned, but their Demon ability remains sober and healthy. If the Demon gains an ability (via their Cannibal ability) that could cause the Demon's alignment to change, the Demon gains this ability but cannot turn good due to this ability.

Chambermaid: The Boffin wakes to their own ability on the 1st night (when they learn what ability the Demon has). The Demon does not register to the Chambermaid if/when they wake to their good character ability, because they are waking due to the Boffin's ability, not their Demon ability. However, the Demon still registers as waking to the Chambermaid any time they wake to their Demon ability.

Choirboy: If the Demon has the Choirboy ability, there must be a King in play. Bonus: The Demon can kill the King and learn that it was themselves all along!

Clockmaker: In certain setups, the Storyteller could use the Clockmaker ability to tell the Demon where the Recluse is sitting. Or, in a Poppy Grower game, the Clockmaker ability could help the Demon narrow down where their Minion(s) might be.

Courtier: Screwing with a good Townsfolk's ability for 3 days and 3 nights? Don't mind if we do!

Cult Leader (Jinx): If the Demon has the Cult Leader ability, they can't turn good due to this ability.

Drunk (Jinx): ~~If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead. *Note: If the Boffin points to a player who is not a Townsfolk, the~~

~~Boffin picks again until they have pointed to a Townsfolk player. While the Boffin is alive, this Townsfolk does not have their original Townsfolk ability. When the Boffin dies, the Townsfolk loses the Drunk ability and now has their original Townsfolk ability.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Demon would have the Drunk ability, the Boffin chooses a Townsfolk player to have this ability instead.
- **Current** → The Demon cannot have the Drunk ability.]

Engineer: If the Demon has the Engineer ability, they can change the composition of the evil team!

Exorcist: Yes, if the Demon has the Exorcist ability and they pick themselves, they will be told that they are the Exorcist and then they will not wake to their Demon ability that night.

Goon (Jinx): If the Demon has the Goon ability, they can't turn good due to this ability.

Hatter: If the Demon has the Hatter ability and dies while the Boffin is sober & alive, the evil team can choose which Minion(s) and Demon(s) to be. If the Boffin and/or the Demon changes players, this is treated as a new iteration of the Boffin ability & the Demon's good character ability can be refreshed.

Heretic (Jinx): The Demon cannot have the Heretic ability.

High Priestess: Because the High Priestess ability lets the Storyteller tell the player with that ability who they should talk to most, the Storyteller can use this ability to help the Demon coordinate with evils and/or effectively bluff correct High Priestess information.

King: If the Demon has the King ability, and kills themselves, the Choirboy learns that the player who died last night is the Demon.

Librarian: If the Demon has the Librarian ability, the Storyteller should be careful about what Outsiders they show the Demon. Please do not show them the Damsel or the Heretic or anything else that would fundamentally break the game; most other Outsiders are fair game! Librarian is an especially great ability for a Fang Gu.

Lycanthrope: If the Demon has the Lycanthrope ability and they target a good player, their Demon kills will not go through that night. This can be especially fun for a Demon with a unique kill pattern (like the Shabaloth or Po) if they want to confuse the town about what Demon is in play.

Philosopher: If the Demon has & uses the Philosopher ability, an in-play Townsfolk with the ability the Demon-Philosopher gained would be drunk by the Demon's Philosopher ability. However, if/when the Boffin is drunk, poisoned, or dies, the Demon loses the Philosopher ability,

so the previously Philo-drunk Townsfolk is now sober.

Ogre (Jinx): The Demon cannot have the Ogre ability.

Pixie: If the Demon has the Pixie ability and is mad about the Townsfolk they were shown via this ability, they will gain the ability shown when the player dies (as long as the Boffin is alive, sober, & healthy when that happens!)

Politician (Jinx): The Demon cannot have the Politician ability.

Poppy Grower: Great for an Alchemist Boffin, not so much otherwise.

Preacher: If the Demon preaches the Boffin, they no longer have the Preacher ability.

Puzzlemaster: If the Demon dies while they have the Puzzlemaster ability, the Puzzlemaster ability stays active. When the Boffin ability is no longer in play, the Puzzlemaster ability goes away.

Recluse: The Recluse can get an ability from the Boffin! But if they do, the real Demon would not get an ability, which is a very poor use of a Minion. An Alchemist-Boffin, however...

Sailor: If the Demon chooses themselves with their Sailor ability, their Sailor ability is drunk but their Demon ability is unaffected.

Snake Charmer: If the Demon chooses themselves with the Snake Charmer ability, the Demon swaps characters with themselves (mechanically this doesn't do anything, but technically that is what happens), and then their Snake Charmer ability is poisoned due to itself. The Demon ability is unaffected.

Snitch: Gives the Minions bluffs!

Soldier: If the Demon has the Soldier ability, they are safe from their Demon ability. If they are the Imp, this means they cannot kill themselves to turn a Minion into the Imp, and if they are the Fang Gu, they cannot jump to an Outsider while they have the Soldier ability. Separately, the Soldier themselves is safe from the Demon's Boffin ability (e.g. if the Demon has the Virgin ability, the Soldier can not be executed and die by nominating the Demon).

Spy/Widow: Can see what ability the Demon has because the token would be next to them on the grimoire.

Sweetheart: When the Demon dies, someone (ideally a good player) is drunk for as long as the Boffin has their ability.

Village Idiot (Jinx): If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

Rules Update 2024.09.27

TPI implemented 2024.09.27

NEW CHARACTERS

- **Boffin:** Be confirmed and be evil! Welcome the Boffin.

Rules Update 2024.10.18

TPI implemented 2024.10.18

Character changes

Organ Grinder

- **Previous** → All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.
- **Current** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.

Acrobat

- The Acrobat has become a Townsfolk.
- **Previous** → Each night*, if either good living neighbour is drunk or poisoned, you die.
- **Current** → Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.

Updated Jinxes

- **Kazali / Goon**

~~○ **Previous** → If the Kazali chooses the Goon to become a Minion, remaining Minion choices are decided by the Storyteller.~~

○ **Current** → The Kazali can choose that the Goon player is one of their evil Minions.

[PATCH - jinx deleted effective 2025.10.09]

- **Kazali / Soldier**

~~○ **Previous** → If the Kazali turns the Soldier into a Minion, the Soldier chooses which not-in-play Minion to become.~~

~~○ **Current** → The Kazali can choose that the Soldier player is one of their evil Minions.~~

[PATCH - jinx deleted effective 2025.10.09]

Removed Jinxes

- **Organ Grinder**
 - **Organ Grinder & Minstrel** are no longer jinxed.
 - **Organ Grinder & Preacher** are no longer jinxed.

Gnome (Traveler)

Announced 2024.10.31

#experimental-how-to-run Discord content 2024.10.31

Almanac entry added 2024.11.15

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Gnome>

Gnome (Traveler)

Ability: All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

The **Gnome** protects one player on their team.

- The Gnome starts as the same alignment as one other player - their "amigo". The Storyteller publicly announces which player this is.
- When their amigo is nominated, it is the Gnome's responsibility to speak up. The Storyteller may not prompt them to use their ability.
- If their amigo changes alignment, the Gnome's alignment does not change.
- The Gnome may use their ability any number of times over the course of the game, including zero. Their amigo may still only be nominated once per day.
- When the Gnome uses their ability, and the Storyteller confirms it, the nominator dies immediately. Voting for execution still occurs.
- Regardless of what the group wants, it is always the individual player's decision whether they wish to nominate or not, and always the Gnome player's decision on whether they wish to use their ability or not. If the Storyteller feels that a player is being pressured into nominating or using their ability when they don't want to, the Storyteller may not recognize that nomination or ability use.

EXAMPLES

The Gnome starts the game at the same time as the rest of the players, and is good. Amy is the Alsaahir. Before the first night, the Storyteller announces that the Gnome is the same alignment as Amy. The Engineer nominates Amy on day 3. The Gnome does not use their ability.

The Gnome enters the game on the 2nd day, and is evil. Lewis is the Demon. At this time, the Storyteller announces that the Gnome is the same alignment as Lewis. On the 2nd day, the Boffin nominates Lewis, and is killed by the Gnome. On the 3rd day, the Zealot nominates Lewis, and is killed by the Gnome. On the 4th day, the Village Idiot nominates Lewis, and the Gnome does not use their ability.

HOW TO RUN

During the day, as soon as the Gnome has entered play, mark a player of the same alignment with the "Amigo" reminder. Declare that this player is the same alignment as the Gnome.

If this player is nominated, but before you have started the voting process, if the Gnome player declares that they wish to use their ability, the nominator **dies**.

Rules Update 2024.11.01

TPI implemented 2024.11.01

New characters

- **Gnome:** GNOME MERCY! Welcome the Gnome.

Character changes

- **Boomdandy**
 - **Previous** → If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.
 - **Current** → If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.
- **Lycanthrope**
 - **Previous** → Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.
 - **Current** → Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

Removed Jinxes

- **Organ Grinder**
 - **Organ Grinder & Lil' Monsta** are no longer jinxed.

Rules Update 2024.11.08

TPI implemented 2024.11.08

Ability text changes

- **Alsaahir**
 - **Previous** → Once per day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
 - **Current** → Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.
- **Damsel**
 - **Previous** → All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
 - **Current** → All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.
- **Farmer**
 - **Previous** → If you die at night, an alive good player becomes a Farmer.
 - **Current** → When you die at night, an alive good player becomes a Farmer.
- **King**

- **Previous** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows who you are.
- **Current** → Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
- **Nightwatchman**
 - **Previous** → Once per game, at night, choose a player: they learn who you are.
 - **Current** → Once per game, at night, choose a player: they learn you are the Nightwatchman.
- **Plague Doctor**
 - **Previous** → If you die, the Storyteller gains a Minion ability.
 - **Current** → When you die, the Storyteller gains a Minion ability.
- **Snitch**
 - **Previous** → Minions start knowing 3 not-in-play characters.
 - **Current** → Each Minion gets 3 bluffs.
- **Vizier**
 - **Previous** → All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.
 - **Current** → All players know you are the Vizier. You can not die during the day. If good voted, you may choose to execute immediately.

New Jinxes

- **Cannibal**
 - **Cannibal / Poppy Grower:** If the Cannibal eats the Poppy Grower, then dies or loses the Poppy Grower ability, the Demon and Minions learn each other that night.
- [PATCH - new unimplemented optional rule announced by Steven Medway 2025.08.18:**
- If the Poppy Grower becomes drunk, poisoned, or leaves play, Minions & Demons learn who each other are that night. The Poppy Grower + Cannibal jinx is being removed, since it is no longer needed.]

Removed Jinxes

- **Lycanthrope / Gambler**
 - **Lycanthrope & Gambler** are no longer jinxed.

Xaan (Minion)

Announced 2024.12.05

#experimental-how-to-run Discord content 2024.12.05

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Xaan>

Ability: On night X, all Townsfolk are poisoned until dusk. [X Outsiders] The **Xaan** poisons all Townsfolk.

- The Xaan poisons all Townsfolk players for one night then one day. The night that this happens equals the number of Outsiders in play. For example, if there are 2 Outsiders, the Xaan poisons on night 2.
- There can be any number of Outsiders in play, but usually 1 to 4. This can be the normal number of Outsiders if the Xaan was not in play, or something different. This overrides other characters that add or remove Outsiders, such as the Baron.
- If the number of Outsiders changes during the game, the Xaan poisons on the night corresponding to the number of Outsiders during setup.
- The Xaan needs to be alive in order to poison.

EXAMPLES

There are 3 Outsiders in play, due to the Xaan. On night 3, the Exorcist chooses the Demon but nothing happens, the Acrobat chooses the Drunk but nothing happens, and the Seamstress gets false information.

There is 1 Outsider in play. It is an 11 player game. On the first night, the Xaan poisons all 7 Townsfolk. On the second night, the Pit-Hag creates a Hatter. Even though there are 2 Outsiders in play, all players are healthy tonight.

There are no Outsiders in play. The Xaan never poisons anyone. The Xaan bluffs as the Zealot. And the good team believes that all Townsfolk are poisoned on night 1, but they are not.

HOW TO RUN

While setting up the game, before putting character tokens in the bag, add or remove any number of Outsider tokens, including zero. Remove any unnecessary Xaan reminders.

On the 1st night, add the "Night 1" Xaan reminder to the Grimoire. On the 2nd night, add the "Night 2" Xaan reminder to the Grimoire. On the 3rd night, add the "Night 3" Xaan reminder to the Grimoire. On the night that equals the number of

Outsiders in play when the game began, add the "X" reminder to the Grimoire, and remove it the following dusk. When the "X" reminder is in the Grimoire, all Townsfolk players are **poisoned**.

Rules Update 2024.12.06

TPI implemented 2024.12.06

New characters

Knock-knock, open up the door, it's real. Start counting Outsiders. Welcome to the **Xaan**.

Ability text changes

- **Alchemist**
 - **Previous** → You have a not-in-play Minion ability.
 - **Current** → You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.
- **Al-Hadikhia**
 - **Previous** → Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
 - **Current** → Each night*, you may choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.
- **Riot**
 - **Previous** → Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]
 - **Current** → On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

Updated Jinxes

- **Jinx list recalibration.**
 - The jinx list has been recalibrated. This has been done to result in a cleaner presentation, and it will be easier to remember which characters are jinxed. You can see the recalibrated list on the Djinn page.
- **Riot / Leviathan**
 - All Riot and most Leviathan jinxes have been updated, or removed.

Wizard (Minion)

Announced 2025.01.02

#experimental-how-to-run Discord content - 2024.01.09

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Wizard>

Ability: Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

The **Wizard** makes a wish.

- This wish is limited only by the player's imagination. It can be anything at all. The Wizard can write their wish on their phone and wake at night to show the Storyteller, or talk with the Storyteller in private during the day. The Wizard could even make a wish publicly if they are feeling foolish.
- If the Storyteller tells the group that the Wizard has made a wish, they need not do so immediately, and can do so at any point later on.
- Many wishes have a price. The price changes the game in some way, or changes the wish in some way. It can be anything at all, and is decided by the Storyteller. The Storyteller may or may not tell the Wizard what the price is. The purpose of the price is to rebalance a wish that is unfair for the good team on a mechanical level.
- Many wishes leave a clue. The clue can be anything at all, is decided by the Storyteller, and is declared publicly. The purpose of a clue is to rebalance a wish that is unfair to the good team on an informational level.
- When the Wizard dies, the wish may or may not still be in effect, depending on the nature of the wish and the nature of the price.
- If the Wizard makes a wish that the Storyteller doesn't understand, or feels like it would be impossible to implement, the Storyteller may ask the Wizard to wish again, or cancel the wish.

EXAMPLES

The Wizard wishes to see the Grimoire. The Storyteller grants this wish, and there is no price and no clue.

The Wizard wishes that all good players are drunk. The Storyteller grants the wish. Later, they declare that the Wizard has made a wish and that "Things are wrong" but provide no further context. For the rest of the game, the Storyteller makes all information false.

The Wizard wishes that they become a Demon. The Storyteller grants the wish. Later, they declare that the Wizard has made a wish, and that "The student has become the master." The Storyteller kills the Lord of Typhon and turns the Wizard into the Ojo.

The Wizard wishes to win the game. The Storyteller grants the wish, and tells the Wizard that the evil team will win the game at the end of the day. The Storyteller declares that the Wizard

has made a wish, and that either Ben, Amy, or Lewis is the Demon. The group executes Ben, who is the Demon, and good wins.

The Wizard wishes that all players have 5 lives, and all reminder tokens for the script are added to characters. The Storyteller judges that this wish is too awkward, confusing and boring, declines the wish, and asks the Wizard to wish again.

HOW TO RUN

When the Wizard makes a wish, either verbally or via text, decide whether to accept or decline the wish. If the wish is declined, prompt the Wizard to wish again, or tell them that they have no more wishes.

If the wish is granted, say “Your wish is granted.” or “Your wish is my command”, or nod, or otherwise signal that their wish is accepted. Now or later, you may make a price: make whatever mechanical adjustments to the game you feel are necessary for the wish to be balanced. Now or later, you may declare publicly that the Wizard has made a wish, then give the good team a clue about what was wished.

Storytelling the Wizard can be tricky. The Wizard is the most fun for everybody when all wishes are granted, all wishes leave a clue, and all wishes have a price. However...

If you feel that by granting a wish, the evil team has benefitted a small amount but the good team still has all they need to figure out who the Demon is and to win the game, you may apply no clue and no price. You may even skip telling the good team that the Wizard has made a wish, or tell them but give no clue.

If you feel that by granting the wish, the good team is at a severe disadvantage in terms of balance - the game rules have changed so that it is impossible for the good team to win even if they learn who the Demon is - then change the game rules or change the wish so that it is still fair for the good team.

If you feel that by granting the wish, the good team is at a severe disadvantage in terms of knowledge - they lack the needed information to reasonably win the game - then give them a helpful clue to find out what the wish was.

If you feel that the wish is so extreme and convoluted that you can think of no clue or price to balance it, or that it would just make the game unfun, then decline the wish completely.

Overall, the wish should tip the scales in favour of the Wizard, but still allow the good team a reasonable chance of winning. Take your time in deciding how to do this

Wizard Supplements / Video Digests

2025.01.02

[Hard Claim with VivaLaSam](#) hosted an interview with Jams from TPI which discussed how to run the Wizard:

📺 [Hard Claim Playing as the Wizard, with Special Guest Jams](#)

Written digest of the video: [BotC EXPERIMENTAL - Wizard Supplement / Video Digest / Hard Claim](#)

2025.01.09

[Grim Scenarios](#) hosted an interview with Edd from TPi which discussed how to run the Wizard: [Episode 50 - The Wizard of...Edd? | Blood on the Clocktower Podcast](#)

Written digest of the video: [BotC EXPERIMENTAL - Wizard Supplement / Video Digest / Grim Scenarios](#)

Rules Update 2025.01.03

New characters

Your wish is my command. Genies are overrated. Welcome the **Wizard**.

Rules Update 2025.01.17

Ability text changes

- Vizier
 - **Previous** → All players know you are the Vizier. You can not die during the day. If good voted, you may choose to execute immediately.
 - **Current** → All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.
- Organ Grinder
 - **Previous** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk or not.
 - **Current** → All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.

Hermit (Outsider)

Announced 2025.06.12

#experimental-how-to-run Discord content - 2025.06.12

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Hermit>

Hermit (Outsider)

Ability: You have all Outsider abilities. [-0 or -1 Outsider]

The **Hermit** isn't really here.

- The Hermit has the abilities of all the other Outsiders on the script, all at once. They do not have the abilities of Outsiders that are not on the script.
- If a custom script has more than 4 Outsiders, the Hermit has all these Outsider abilities.
- If one of the Outsider abilities continues after death, such as the Recluse's, the Hermit keeps that ability when they die, but does not keep their other Outsider abilities.
- A Hermit with the Drunk ability does not know that they are the Hermit, and their other Outsider abilities function as normal. A Hermit with the Recluse ability can register as a different character etc.
- If an Outsider has a jinx, that jinx applies to the Hermit too.
- The Hermit may remove the Hermit from play during setup, resulting in one less Outsider than normal. If this happens, the Hermit may still be a bluff given to the Demon.

EXAMPLES

Marianna is the Hermit, and has the Klutz, Butler, and Recluse abilities. Each night, she chooses a player as her master due to the Butler ability. The Ravenkeeper dies and learns that she is the Lord of Typhon, due to the Recluse ability. Marianna is executed, and chooses a player due to the Klutz ability. She chooses the Wizard. Good loses.

Lewis is the Hermit and has the Drunk, Mutant, and Sweetheart abilities. Thinking that he is the Exorcist, he chooses a player each night. Lewis says that he thinks he might be the Drunk, so the Storyteller executes him due to the Mutant ability. Due to the Sweetheart ability, the Alchemist is now drunk.

HOW TO RUN

During setup, you may remove an Outsider token and add a Townsfolk token.

Whenever appropriate, treat the Hermit as if they are the other Outsiders, including waking them at night, and using other Outsiders' reminder tokens. If the Hermit duplicates an in-play Outsider, use the Hermit's "1", "2" and "3" reminders instead.

If Outsider abilities clash, make up a rule to fix the clash, and tell the group. For example, for a Hermit-Butler-Zealot, you may declare that the Hermit must vote when their master votes.

Rules Update 2025.06.12

TPI implemented 2024.06.12

New characters

3 for the price of 1. Welcome the **Hermit**.

Deus Ex Fiasco (Fabled)

[First Announced 2020.08.20](#)

Reintroduced 2025.06.19

#experimental-how-to-run Discord content - 2025.06.19

Almanac entry added 2025.06.24

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Deus_ex_Fiasco

Deus ex Fiasco (Fabled)

Ability: At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

Use the **Deus ex Fiasco** to neutralize mistakes and increase your confidence when running a difficult script.

- The Deus ex Fiasco must be announced at the start of the game. It may never be added partway through the game. Hypothetically, if the Storyteller makes a mistake mid-game, and adds the Deus ex Fiasco afterwards, all players would know that the mistake was real and the Deus ex Fiasco would not work.
- The Storyteller must make a mistake. This can be an accidental mistake, or a deliberate mistake. The players are not told which.
- If the Storyteller has made an accidental mistake, they do not have to make additional mistakes. If the game is approaching the final day and the Storyteller has not made an accidental mistake, they must make a deliberate mistake before the game ends.
- All mistakes, whether deliberate or accidental, must be corrected. The Storyteller may need to break the rules in order to fix a mistake.
- Any time after a mistake is made, the Storyteller must inform the group that a mistake has been made and corrected. The exact nature of the mistake is not revealed to the group, but may need to be revealed to an affected player in private.
- Players are welcome to bluff that the Storyteller has made a mistake when they haven't, or to bluff that a mistake was corrected when it wasn't.
- If needed, the Storyteller may make several accidental mistakes, several deliberate mistakes, or some combination of the two.

EXAMPLES

During the first day, Doug talks privately with the Storyteller and says that he drew the Drunk token from the bag. The Storyteller looks in the Grimoire and notices that Doug's token is the

Drunk. The Storyteller tells Doug that he is now the Mayor, replaces the Drunk token with the Mayor token in the Grimoire, and secretly makes the Ravenkeeper the Drunk instead. Later that day, the Storyteller declares that a mistake has been made.

The Empath is sitting next to the Monk and the poisoned Recluse. The Storyteller, forgetting that the Recluse is poisoned, accidentally gives the Empath a “1”. Later that night, the Storyteller wakes the Empath again and gives a “0”. The following day, when the Empath privately asks what happened, the Storyteller explains that the first number was a mistake, and the second number is correct. To avoid revealing too much, the Storyteller waits until the next day to inform the group that a mistake was made.

The Imp was executed today. The Storyteller wakes the sober & healthy Undertaker, and deliberately (and incorrectly) shows the Recluse token. Later that night, the Storyteller again wakes the Undertaker and shows the Imp token. In the morning, the Storyteller tells the group that a mistake was made in the night, but corrected.

The Yaggababble is executed and dies. The Storyteller accidentally declares that the game is over and good has won. However, the Scarlet Woman is still alive. The Storyteller declares that a mistake has been made, and that the game continues.

Ben is the Shabaloth. At night, Ben kills Amy and Doug. In the morning, the Storyteller deliberately declares that Ben and Lewis have died. After 30 seconds or so, the Storyteller says “Whoops, I had my Grimoire facing the wrong way. Ben and Lewis should not have died. They are still alive. Amy and Doug died during the night. Sorry, my mistake.”

The Storyteller forgot to wake the Poisoner last night. The Storyteller has a private chat with the Poisoner, tells them this, and tells them that every night from now on, they can choose as many players as they want, and the Storyteller will choose which of these players are poisoned.

The Chambermaid wakes and chooses a dead player, even though the Chambermaid must only choose living players. The Storyteller notices this, but does not correct the Chambermaid. Instead, the Storyteller deliberately gives false information to the Chambermaid. The next day, the Storyteller requests a private chat with the Chambermaid, tells them that they made a mistake by allowing them to choose a dead player, and prompts them to choose two living players immediately. The Storyteller gives correct information this time.

HOW TO RUN

At the start of the game, declare that the Deus ex Fiasco is in play. Ignore any groans and complaints from players.

At any time, if you make a mistake, correct it as best you can, bending the rules if needed. Afterwards, declare that you have made a mistake. Add the “Whoopsie” reminder to the Grimoire.

At any time, you may deliberately break the rules, then correct it. Afterwards, declare that you have made a mistake. Add the “Whoopsie” reminder to the Grimoire.

Remember: Fabled characters are not designed for extra spice. They are characters whose purpose is to help you, as the Storyteller, to run smooth and inclusive games.

[EDITORIAL: helpful advice added later on the wiki:]

EXPLANATION

If you'd like to Storytell a script that may be above your comfort level, whether you're running Trouble Brewing for the first time or you're diving headfirst into a complicated custom script, the Deus ex Fiasco helps you tackle that script with confidence. When the Deus ex Fiasco enters play at the start of the game, your players know you'll make at least one mistake over the course of the game, and you get plausible deniability: If it looks like a mistake has been made, it might have been on purpose!

Once you have made a mistake, you must correct the mistake, to the best of your ability. Some mistakes will be more difficult to correct than others, and that's okay, as long as you do your best to correct all mistakes. Some time after you have corrected the mistake, you must publicly announce that a mistake has been made and corrected. This may be as straightforward or flavorful as you like, as long as your players clearly understand that a mistake has been made and corrected.

At the start of the game, if you did not put the Deus ex Fiasco into play, and you make a mistake during the game, DO NOT add the Deus ex Fiasco. Adding the Deus ex Fiasco at this point tells your players that you have made a mistake you didn't intend to make, and players may be able to unfairly infer additional information about the mistake and the game as a result. If you did not use the Deus ex Fiasco at the start of the game and you do make a mistake, handle the mistake as normal: determine the best course of action to keep the game balanced and fun, which may or may not include announcing the mistake to town or correcting the mistake.

Rules Update 2025.06.19

TPI implemented 2024.06.19

New characters

Make some mistakes. Welcome the **Deus ex Fiasco**.

Princess (Townsfolk)

Announced 2025.06.22

#experimental-how-to-run Discord content - 2025.06.22

Almanac entry added 2025.06.24

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Princess>

Princess (Townsfolk)

Ability: On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

The Princess decides which player dies first.

- For the Princess ability to work, the player that the Princess nominated must be the one executed. Players executed but nominated by others don't count.
- The executed player does not have to die for the Princess ability to work.
- Exiles don't count for the Princess ability.
- If the Princess is drunk during the day, then sober at night, they prevent the Demon from killing. If the Princess is sober during the day, but drunk at night, they do not.
- At night, non-Demon kills happen as normal.
- At night, the Demon still chooses a player to kill, but they do not die. Other parts of the Demon's ability, such as poisoning players, making false information, etc. happen as normal.
- The Princess does not have to nominate on their 1st day.
- If a Princess is created mid-game, and they nominated and executed a player on their 1st day, the Demon doesn't kill that night.

EXAMPLES

The Princess nominates the Preacher. The Preacher is executed, and dies. That night, the Vortex chooses the Pixie, who does not die. The Town Crier learns that a Minion nominated today, which is false information due to the Vortex.

On night 4, the Pit-Hag turns the Dreamer into the Princess. That day, the Princess nominates the Zealot, who is executed. That night, the Kazali chooses the Princess, who does not die.

HOW TO RUN

If the Princess nominates and executes a player, mark the Demon with the "Doesn't Kill" reminder.

Tonight, if the Demon would wake to choose a player, wake them as normal. The Demon does not kill.

Interesting Interactions

Grandmother: The Grandmother can't die to their own ability on a Princess night.

Pixie: If the Pixie gains the Princess ability, and they nominate & execute a player on the day they gain the Princess ability, the Demon doesn't kill that night. The Pixie does not learn if they gain the Princess ability.

Sailor/Innkeeper/Minstrel/Sweetheart/Xaan/Poisoner: If the Princess is drunk/poisoned during the day but sober at night, their ability still works. If the Princess is sober during the day but drunk/poisoned at night, their ability will not work if triggered and the Demon can kill.

Chambermaid: The Princess never wakes to their own ability.

Snake Charmer/Barber/Hatter/Engineer: If the Demon changes characters, the Princess ability still prevents the Demon from killing. If the Princess changes characters, it's considered a new iteration of the Princess ability & the next day is treated as the Princess's 1st day.

Mathematician: If the Princess ability prevents the Demon from killing, that's a Math 1.

Philosopher: If the Philosopher gains the Princess ability, and they nominate & execute a player on the day they gain the Princess ability, the Demon doesn't kill that night.

Huntsman: If the Huntsman turns the Damsel into the Princess, and the Damsel-turned-Princess nominates & executes a player that day, the Demon doesn't kill that night.

Professor/Shabaloth: If the Princess is resurrected, it's considered a new iteration of the Princess ability. If the Princess nominates & executes a player that day, the Demon doesn't kill that night.

Alchemist: If the Alchemist has a killing ability, the Alchemist can still kill on a Princess night.

Cannibal (Jinx): If the Cannibal nominates & executes the Princess, the Demon doesn't kill tonight.

Sage/Choirboy/Banshee: Can't use their abilities on a Princess night because they cannot die to the Demon.

Pacifist/Tea Lady/Devil's Advocate: If the Princess-nominated player survives execution, the Demon doesn't kill tonight.

Goon: If the Princess nominates & executes the Goon on their 1st day, the Princess's ability still triggers that night. If the Demon is the 1st player to pick the Goon on a Princess night, the Goon becomes the Demon's alignment.

Moonchild: The Moonchild ability triggers after the Demon kills, so if the Moonchild is executed and picks the Good Princess, the Princess still prevents the Demon from killing before they die to the Moonchild's ability.

Cerenovus/Mutant/Virgin: If the Princess nominates a player who is then executed for any reason, the Storyteller may treat this as satisfying the Princess's requirement to nominate & execute a player.

Godfather: Still gets a kill if an Outsider died during the Princess's 1st day & the Princess used their ability.

Pit-Hag: If the Pit-Hag creates a new Demon, deaths tonight are arbitrary, and the Princess's ability has no effect.

Vizier: If the Vizier pushes the Princess's nomination through on the Princess's 1st day, this triggers the Princess night.

Yaggababble: Can still kill by saying their phrase during the day after a Princess night, but can't kill that night.

Pukka: If the Princess nominates & executes a player on their 1st day, the Pukka picks a player to poison that night. The previously poisoned player cannot die, so that player becomes healthy. If the Pukka poisons the Princess on a Princess night, the Pukka becomes sober in time to kill the previously poisoned player.

Fang Gu: The Fang Gu can't jump on a Princess night because the Fang Gu can't kill an Outsider in order to turn them into the new Fang Gu.

Al-Hadikhia (Jinx): ~~If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia ability tonight.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia ability tonight.
- **Current** → If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.]

Rules Update 2025.06.26

TPI implemented 2024.06.23

New characters

Carpe Diem (at least the first one anyway). Welcome the **Princess**.

Wraith (Minion)

Announced 2025.07.03

#experimental-how-to-run Discord content - 2025.07.03

Almanac entry added 2025.07.03

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Wraith>

Wraith (Minion)

Ability: You may choose to open your eyes at night. You wake when other evil players do.

The Wraith knows and shares what happens at night.

- The Wraith may open their eyes at any point during the night, for as long or as short a time as they wish.
- They may open their eyes fully, or just peek.
- The Storyteller wakes the Wraith when other evil players also wake, such as when the Demon kills a player, an evil Traveller uses their ability, or a Cult Leader learns that they are evil.
- When several players have their eyes open at once, they may communicate if they wish.
- If a good player catches the Wraith with their eyes open, there is no mechanical effect.
- A dead Wraith may not open their eyes at night. A drunk or poisoned Wraith is told by the Storyteller that they may not open their eyes that night.

EXAMPLES

During the first night the Wraith peeks at other players, and notices which good players wake and which do not. During the second night, the Wraith opens their eyes more fully and notices that Doug was woken and pointed to two players tonight. During the 3rd night, when both the Wraith and the Demon wake together, the Wraith uses body language and points to the character sheet to communicate to the Demon to kill Doug, whom the Wraith believes is the Fortune Teller.

HOW TO RUN

Each time you wake an evil player at night, first wake the Wraith. When you put that evil player to sleep, put the Wraith to sleep.

If the Wraith loses their ability while alive, privately tell the Wraith that they may not choose to open their eyes tonight, and do not wake them when other evil players wake.

Optional rule: Once per game, a player that is mad that you are the Wraith, dies.

ACCESSIBILITY

When developing the Wraith, we wanted to make sure the character would remain accessible for visually-impaired players. We'd like to give an extra-special shoutout to the Newcastle, AU players for helping us test accommodations to allow blind & low vision players to play with the Wraith!

If a visually-impaired player is the Wraith:

- The Wraith should use a phone screen reader to communicate with the Storyteller.
- During the night, after the Storyteller wakes a player, the Storyteller should text the Wraith and explain what the player did (e.g. Evin pointed at Ben, Karen learned a 1, etc.)
- If the player is very experienced, the messages can be very short (ex. "Karen 1" instead of "Karen learned a 1"). Using shorthand helps make the night phase run more quickly & makes it less likely for other players to identify that the Wraith might need specific accommodations.
- When another evil player wakes, the Storyteller should hand their phone to the waking evil player, so the Wraith can communicate with their teammate via text message. When the Storyteller puts the player to sleep, they'll need to remember to get their phone back!

If a visually-impaired player is evil with a Wraith on their team:

- The Wraith should use a phone screen reader to communicate with their evil teammates.
- The Storyteller should hand their phone to the Wraith when the visually-impaired player wakes up, so the Wraith can communicate directly to their teammate.

In any situation, when a different person is messaging a visually-impaired player, they should clarify that a new person is sending messages. For example: The Storyteller gives their phone to the Poisoner. The Poisoner says "Hi, it's Sam. Did you see if Josh woke up last night?" The Storyteller takes the phone back and says, "It's the Storyteller again!" before continuing with the night phase.

Interesting Interactions

Bounty Hunter: The Wraith wakes when the evil Townsfolk wakes.

Chambermaid: The Wraith wakes when other evil players wake, so if the Wraith has any living waking evil teammates, the Chambermaid learns a 1. If the Wraith does not have any alive & waking evil teammates and the Storyteller believes the Wraith has not otherwise opened their eyes, they may choose to show the Chambermaid a 0.

Snake Charmer: If the Snake Charmer becomes the evil Demon, the Wraith wakes with the new evil Demon.

Mathematician: If the Wraith is unable to wake at night because they are drunk or poisoned or otherwise cannot use their ability due to another character's ability, the Mathematician learns a 1.

Cult Leader: If the Cult Leader turns evil, the Wraith wakes with the Cult Leader when they learn this. If the Cult Leader turns good, the Wraith does not wake with the Cult Leader.

Lycanthrope: The Wraith does not wake with the Lycanthrope's Faux Paw.

Alchemist (Jinx): ~~If the Alchemist has the Wraith ability, they do not, and a Wraith is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Wraith: if correct, the Demon must choose the Wraith tonight.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → If the Alchemist has the Wraith ability, they do not, and a Wraith is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Wraith: if correct, the Demon must choose the Wraith tonight.
- **Current** → An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.]

Minstrel: If a Minion is executed while there is a sober & healthy Minstrel, wake the Wraith immediately to inform them they have no ability. When the Wraith becomes sober & healthy, wake them to inform them they have their ability again.

Magician (Jinx): ~~Each day, after the execution phase, the living Magician may publicly guess a living player as the Wraith: if correct, the Demon must choose the Wraith tonight.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → Each day, after the execution phase, the living Magician may publicly guess a living player as the Wraith: if correct, the Demon must choose the Wraith tonight.
- **Current** → After each execution, the living Magician may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.]

Poppy Grower: No jinx! Since the Wraith only wakes when other evil players do, and there is no Minion & Demon info step in a Poppy Grower game, the Wraith will still struggle to identify their evil teammates at first, especially if they are evil characters who don't wake at night. And, if all evil players do wake at night early in the game, the Poppy Grower can identify that the evil team feels especially coordinate & get a great sense of which evil characters are in play.

Plague Doctor (Jinx ~~[Pending]): If the Plague Doctor dies, a living Minion gains the Wraith ability in addition to their own ability, and learns this.~~

[PATCH - jinx update effective 2025.10.09:

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

Current → If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.]

Marionette ~~(Jinx): The Wraith does not wake with the Marionette.~~

[PATCH - jinx deleted effective 2025.10.09]

Organ Grinder: Sadly, the Wraith cannot officially open their eyes during Organ Grinder voting. (That said, if you want to house rule it, our eyes are closed tonight...)

Rules Update 2025.07.03

TPI implemented 2024.07.03

New characters

Eyes open! Welcome the **Wraith**.

Cacklejack (Traveler)

Available for purchase in The Carousel - 2025.07.03

Announced - **TBD**

#experimental-how-to-run Discord content - **TBD**

Almanac entry added - 2025.07.09

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Cacklejack>

Cacklejack (Traveler)

Ability: Each day, choose a player: a different player changes character tonight.

WORD-OF-MOUTH HOW TO RUN

2025.07.05

For anyone interested, Jams gave a few notes at the con today on how to run Cacklejack:

- The Cacklejack's choice can be made in public or in private, but must be made during the day.
- That night, ~~immediately at dusk~~, a non-chosen player changes character.
- Their new character doesn't have to be of the same type as their old one, and doesn't have to be not-in-play.

ALMANAC ENTRY

2025.07.03

The **Cacklejack** causes character-changing chaos.

- The Storyteller chooses one player to change character each night. This player can be evil or good, dead or alive.
- The Storyteller also chooses which character they become.
- This may be an in-play or a not-in-play character.
- Each day, the Cacklejack chooses a player that is immune - the Storyteller must choose a different player to change character that night.
- The Cacklejack may choose publicly or privately, but must choose during the day.

- Each time a player's character changes, this is treated as a new instance of that character ability. For example, if a player becomes the Chef on Night 3, they immediately learn how many pairs of evil players there are.

Examples

During the day, the Cacklejack chooses Evin. That night, Amy changes from the Acrobat into the Clockmaker. Amy learns a 2.

During the day, the Cacklejack chooses Abdallah. That night, Julian changes from the Drunk into the Flowergirl. Julian does not learn that he is now sober.

During the day, the Cacklejack chooses Alex. That night, Lachlan changes from the Leviathan into the Shabaloth. Lachlan has fun.

How to Run

Each day, the Cacklejack chooses a player. Mark them with the "Not Me" reminder.

Each night, except the first, replace any player's character token with a different character token. Wake that player. Show the "You are" info token, and their new character token, then put them to sleep.

Remember that the night order is just a guide. The Cacklejack may act at any point in the night if you need it to.

Rules Update 2025.07.18

TPI implemented 2024.07.18

New characters

Don't get attached to your character. Welcome the **Cacklejack**.

Updated Jinxes

- **Alchemist / Marionette:**
 - An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
- **Alchemist / Mastermind**
 - An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.
- **Alchemist / Organ Grinder**
 - ~~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.~~

[PATCH - jinx update effective 2025.10.09:

- **Previous** → 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.
- **Current** → If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.]
- **Alchemist / Spy**
 - ~~If the Alchemist has the Spy ability, they do not, and a Spy is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.~~
- [PATCH - jinx update effective 2025.10.09:**
 - **Previous** → If the Alchemist has the Spy ability, they do not, and a Spy is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
 - **Current** → An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.]
- **Alchemist / Summoner**
 - The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]
- **Alchemist / Widow**
 - ~~If the Alchemist has the Widow ability, they do not, and a Widow is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.~~
- [PATCH - jinx update effective 2025.10.09:**
 - **Previous** → If the Alchemist has the Widow ability, they do not, and a Widow is in play. Each day, after the execution phase, the living Alchemist may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.
 - **Current** → An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.]

Comprehensive Jinx Rewrite 2025.10.09

TPI announced 2025.10.09

TPI implemented TBD

A comprehensive overhaul of all jinxes was announced in a BotC blog post

<https://bloodontheclocktower.com/news/notes-from-the-clocktower-jinx-updates>

Published 2025.09.10

TPI Jinx Updates - September 2025

[TPI Jinx Updates - September 2025](#) - 2025.10.09

MIRROR: [BotC Experimental - TPI Comprehensive Jinx Revision 2025.10.09 - REDACTED](#)

New Base 3 Internal Interaction Jinxes

- **Mastermind / Vigormortis:** A Mastermind that has their ability keeps it if the Vigormortis dies.
- **Mathematician / Drunk:** The Mathematician might learn if the Drunk's ability yielded false info or failed to work properly.
- **Recluse / Sage:** The Recluse might register as the Demon to the Sage.

Commentary on Mathematician/Drunk Jinx - 2025.09.10

"We spent the better part of two days arguing just about this jinx. There's some much-needed context here: when Steve first created the Mathematician, he wanted it to be a character that tracked when things went wrong. In that sense, a Drunk whose Townsfolk ability "malfunctions" (in the sense that it works differently to how a sober version of that Townsfolk would have worked) would uptick the Mathematician's number. For example, if a Drunk Empath learned a 1 when they had 2 good neighbors, this version of the Mathematician would learn a 1. However, due to limited space for the ability text, as well as resulting complications for other characters, the Mathematician was released with wording that excluded the Drunk (and the Marionette) as characters that could "malfunction" in the way the Mathematician tracks.

The original Mathematician-Lunatic jinx attempted to address this: If the Lunatic targeted a player who didn't die (because the Demon targeted someone different), the Mathematician would learn a 1. That 1 represented the Lunatic "malfunctioning" per the original intention of the character - it was a player who believed they had the ability of a Demon, but the ability they expected to have wasn't working. In theory, jinxing the Mathematician with the Drunk and the Marionette would include those characters' "malfunctions" in the Mathematician's number, just like the Lunatic! But in practice, this has more complicated repercussions than we'd like. If the Mathematician must learn every time the Drunk or Marionette receives incorrect information or thinks their ability should have worked, the good team gains significantly more information about who can or can't be a Drunk or a Marionette. After much debate, we decided it was worth trying out a jinx where the Mathematician could detect the Drunk (or Marionette) "malfunctioning", at the Storyteller's discretion. If it doesn't work, we can always remove it - and if we do, it's likely that Mathematician-Lunatic would also be removed."

Source: <https://bloodontheclocktower.com/news/notes-from-the-clocktower-jinx-updates>

Revised Base 3 Internal Interaction Jinxes

- **Mathematician / Chambermaid:** ~~The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.~~
[PATCH - jinx update effective 2025.10.09:
 - **Previous** → The Chambermaid learns if the Mathematician wakes tonight or not, even though the Chambermaid wakes first.
 - **Current** → The Chambermaid can detect if the Mathematician will wake tonight.]

- **Mathematician / Lunatic:** ~~The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.~~
[PATCH - jinx update effective 2025.10.09:
 - **Previous** → The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.
 - **Current** → The Mathematician might learn if the Lunatic attacks a different player than the real Demon attacked.]
- **Scarlet Woman / Fang Gu:** ~~If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.~~
[PATCH - jinx update effective 2025.10.09:
 - **Previous** → If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.
 - **Current** → If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.]

Almanac Global Ability Updates

“In the case of both the Marionette & the Kazali, we were able to update the characters’ respective almanac entries in order to address several problems that were previously solved by a jinx. The almanac entries for the Marionette & Kazali now include the additional text:”

Marionette: The Marionette is not woken due to character abilities that would confirm that they are a Minion eg. Snitch, Preacher, Lil’ Monsta, Poppy Grower, Hatter, Damsel.

Kazali: The Kazali can make whatever player they want into a Minion, regardless of that player’s character ability eg. Soldier, Goon, Damsel, King.

Universal TPI Advice

“Some final thoughts, for now, in no particular order:

If a jinx gives instructions that describe how an in-play character uses their ability, it is reasonable to assume that the character must be alive, sober, and healthy for the jinx to have a meaningful effect on the game.

When in doubt, make the decision that makes sense, based on whose team a character ability should be helping (Good if Townsfolk, Evil if Outsider/Minion/Demon).

If something is ambiguous, the Storyteller’s word is law. Storytellers - support your evil players with their bluffs, and do your best to make the game fun and fair, within the rules as you understand them.

And as always: Kill with grace, and die with dignity.”

Pre-Revision Jinxes (Before 2025.10.09)

[BotC Experimental - Pre-Revision Jinxes \(Before 2025.10.09\)](#)

Loric Character Type

Announced 2025.10.25

Implemented on the BOTC app & Script Tool 2025.10.31

#experimental-how-to-run Discord content **TBD**

Almanac entry added **TBD**

How to Run BotC Wiki <https://wiki.bloodontheclocktower.com/Loric>

Announced via YouTube Video:  **A New Character Type**

Loric (Character Type): Loric are characters for the Storyteller. They're more like special rules than characters all on their own. They cannot be killed and they alter the game itself. Loric characters bring extra spice to alter a game for the sake of a twist - while the Fabled solve problems, the Loric introduce new problems to make the game feel fresh and interesting.

How To Run

Use the Loric whenever you want. If you have played a particular script many times, or you just want a change of pace, adding a Loric makes the game feel new and different.

To include the Loric in your game, simply choose one, tell the group which Loric is in play, and put the Loric character token in the center of the left side of the Grimoire as a reminder about what the character does. All Loric must be added at the start of the game. You may add multiple Loric at your own risk.

The Loric cannot die or lose their ability. You are the Storyteller, not a player, so your Loric are immune to all game effects, including death, drunkenness, and poisoning.

Like Travellers and Fabled, the Loric do not count as players for the "two players remain alive" victory condition for the evil team.

Storm Catcher recategorized from Fabled to Loric

Bootlegger recategorized from Fabled to Loric

Gardner recategorized from Fabled to Loric

Updates to Fabled Character Type

Fabled (Character Type): Fabled are characters for the Storyteller. They're more like special rules than characters all on their own. They cannot be killed and they alter the game itself. Fabled characters are not extra spice to alter a game for the sake of a twist - they help the

Storyteller to run more balanced, more inclusive games and to solve real-world issues that may arise.

For example, if a player has an intellectual disability that would normally mean they couldn't understand the game rules or communicate with the group, a Fabled can allow them to join in. If a new player is worrying they will die early, a Fabled can protect them. If there are too many players for the time available, a Fabled can make the game run faster. If someone is shy or soft-spoken and has trouble getting the group's attention, a Fabled can give them the floor without interruption. If the game needs to end earlier than expected, a Fabled can decide a winner. If you've made your own character list using the Script Tool, a Fabled can help make it more fun.

How To Run

Use the Fabled only when you need them. They can be incredibly useful in making your games more enjoyable and accessible to players of all sorts, but adding them willy-nilly to every game is unnecessary and gets old quickly.

To include a Fabled in your game, simply choose one, tell the group which Fabled is in play, and put the Fabled character token in the center of the left side of the Grimoire as a reminder about what the character does. Some Fabled are added at the start of the game, while others can be added and removed at any time. You may add multiple Fabled if you wish.

The Fabled cannot die or lose their ability. You are the Storyteller, not a player, so your Fabled are immune to all game effects, including death, drunkenness, and poisoning.

Like Travellers, the Fabled do not count as players for the "two players remain alive" victory condition for the evil team.

Big Wig (Loric)

Announced 2025.10.25

Implemented on the BOTC app & Script Tool 2025.10.31

#experimental-how-to-run Discord content TBD

Almanac entry added TBD

How to Run BotC Wiki: https://wiki.bloodontheclocktower.com/Big_Wig

Big Wig (Loric): Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

Big Wig Loric announced via No Rolls Barred video:

 Blood on the Clocktower, But You Can't Defend Yourself | No Rolls Barred Plays BOTC S...

The Big Wig gives nominees a defence lawyer.

- When nominated, that player must choose a player to speak on their behalf. They may choose living or dead players.
- Other players are not allowed to speak during this period. This includes the nominated player. If necessary, the Storyteller may use the Hell's Librarian to enforce this.
- If the chosen player is mad that the nominee is evil, or not mad enough that the nominee is good, the Storyteller might kill that player.
- Being mad that 'the nominee should not be executed' might be similar enough to being mad that 'the nominee is good' to avoid being killed by the Storyteller.
- The Storyteller will make it obvious when the period of silence begins. It ends when voting begins.
- The player chosen by the nominee may vote for the nominee.

How to Run

Each time a player is nominated, ask them to choose a player. Declare that this player is the only player allowed to speak until the vote begins. During this period, if this player is not mad that the nominee is good, they might **die**.

Examples

Alex is claiming to be the Sailor, and is nominated. Alex chooses Evin to speak on his behalf. Evin makes a convincing argument that Alex actually is the Sailor, and that Julian should be executed instead. Evin lives.

Marianna is the Hermit, but has not told many people that she is the Hermit. When nominated, she chooses Alex to defend her. Alex says that Marianna is probably a Minion and that it doesn't matter if Marianna dies or not. Alex dies due to the Big Wig ability.

Tor (Loric)

Announced 2025.10.25

Implemented on the BOTC app & Script Tool 2025.10.31

#experimental-how-to-run Discord content **TBD**

Almanac entry added **TBD**

How to Run BotC Wiki: <https://wiki.bloodontheclocktower.com/Tor>

Tor (Loric): Players don't know their character or alignment. They learn them after they die.

Tor Loric announced via No Rolls Barred video (initially paywalled): **[Pay walled]**

Tor removes all knowledge of who is who.

- Players do not know which character they are.
- Players do not draw tokens from the bag. The Storyteller puts them directly in the Grimoire at the start of the game.

- Character abilities work as normal. Players are woken and prompted to use their ability if needed.
- When a player dies, they learn their character and alignment. Even if they are drunk or poisoned, this information is correct.
- The Demon and Minions do not know each other.

How to Run

During setup, do not pass the bag to the players. Instead, draw the character tokens from the bag and place them in order in the Grimoire.

If a player dies during the day, privately tell them what character and alignment they are. If a player dies at night, wake them, show them the **YOU ARE** info token, their character token, the **YOU ARE** info token, and either a thumbs up or a thumbs down.

Examples

Julian, Alex, Evin, Lachlan, Sarah, Marianna and Amy do not know which character they are. Evin wakes each night and learns a thumbs up, but does not know why. Sarah wakes each night to choose a player, but does not know why. Amy wakes each night to choose a player, but does not know why. Sarah is executed and learns that she is the good Monk. Lachlan, guessing that he might be the Slayer, publicly says that he is the Slayer, and chooses Amy. Amy dies. Evin was the General, Lachlan was the Slayer and Amy was the Imp.

=== END OF DOCUMENT ===