

Synopsis

Overview

Willie McDougal

Clancy Wiggum

Kent Brockman

Crazy Cat Lady

Jonathan Frink

Apu Nahasapeemapetilon

Seymour Skinner

Barney Gumble

Dr. Nick Riviera

Timothy Lovejoy

Jeff Albertson

Disco Stu

Troy McClure

Santa's Little Helper

Ned Flanders

Bart Simpson

Number 1

Hans Moleman

Nelson Muntz

Captain McCallister

Itchy & Scratchy

Waylon Smithers

Krusty the Clown

Fat Tony

Kang

Devil Flanders

Moe Szyslak

Chester Turley

Montgomery Burns

Robert Terwilliger

Power Plans

Evil Purpose

Stonecutter Lodge

The Yes Guy

Duffman

Night Order

—WIP—

A Blood on the clocktower Script
occurring in Springfield.



This script focuses on creating unique games with characters that most times will write its own story, such as Number 1, Kent Brockman, Dr. Nick Riviera or Krusty the Clown.

As a Storyteller, cheer your players to be open-minded about the possibilities and do not mention Stonecutt...E##@!!
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Please find me on Discord
(337633829097308172) to share
thought or any feedback :)

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WILLIE MCDUGAL

Once per game, during the day, publicly choose a living player. Tonight, you and they wake & silently play roshambo: whoever loses dies. If you tie 5 times, both die.

"Ooh, Willie likes that!"

Willie challenges a player for a deadly fight that can go wrong.

HOW TO RUN

During the day, if Willie publicly claims to be Willie and chooses a player, place the FIGHT token next to that player.

Each night, if a player has the FIGHT token, wake both and play roshambo until someone wins or they tie 5 times. Place a DEAD token next to anyone that died this way and NO ABILITY next to Willie.

A drunk or poisoned Willie that challenges during the day and is sober at night will wake during the night to fight.

Warn everyone that a Willie fight will take place that night. Either if its true or a bluff.

In person, make a silent finger countdown and tell your players that you want them to reveal on 0.

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CLANCY WIGGUM

Each night*, choose a player different from the past two nights. They don't wake tonight.

"Someone call 911!"

Clancy Wiggum prevents player from waking up at night. Most of them Evil players... we hope...

EXAMPLES

Yesterday Wiggum choose David and today Wiggum choose Anna. Tomorrow Wiggum won't be able to choose either David or Anna.

HOW TO RUN

Wake Wiggum every night*, chooses a player. Set the reminder CHOSEN and don't wake that player tonight.

At dawn, replace reminder CHOSEN with CHOSEN 1 and CHOSEN 1 with CHOSEN 2.

Clancy Wiggum is a powerful character so be sure who you claim your true identity.

Clancy Wiggum and choose himself.

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KENT BROCKMAN

Every night, you learn two things that happened tonight. One of them is fake.

"Newsflash; I'm not speaking to you!"

Kent Brockman learns powerful News about whats happening from dawn till dusk

EXAMPLES

Tonight Wiggum prevented Lovejoy from waking up and the Demon killed Barney.

Kent Brockman learns that "Willie lost a fight" and "Lovejoy ability didn't work tonight"

HOW TO RUN

Each night, tell Kent Brockman two brief sentences about what could have happened tonight.

If Kent Brockman is drunk or poisoned he can learn 0, 1 or 2 fake statements.

It's the StoryTeller duty to balance the info that Kent is receiving every night. Try to give powerful but creative info.

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CRAZY CAT LADY

Every night you learn how many of your neighbour are Evil. [+0 +1 +2 Crazy Cat Lady, 1 of the extras is drunk]

"Ta-ta, dearie! Until we meet again!"

Crazy Cat Lady learns powerful info about its neighbours... but some may be fake...

HOW TO RUN

During setup, decide how many Crazy Cat Ladies will be, replace any townsfolk with Crazy Cat Lady. Set a IS DRUNK reminder to any of the extra Crazy Cat Lady.

Yes, it's an Empathic-Village-Idiot



JONATHAN FRINK

Once per game, during the night* choose a player. You and they gain a not-in-play Townsfolk ability. If an Evil is chosen, they gain a Minion ability.

"Oooh yes! I-I'm a geek."

Frink has the power of granting superpowers. You just don't know which.

EXAMPLES

Frink choose Anna (Townsfolk) and both gained Kent Brockman ability. Tonight you wake them and tell them 2 sentences.

Frink choose Paul (Demon). Frink gained Barney ability and Paul gained Smithers ability.

HOW TO RUN

Every night wake Frink. They either point to a player or refuse to do it. If they point to a player, they gain a not-in-play character ability.

Someone granted with an ability due Frink don't lose they previous ability.

Storyteller doesn't explicitly say that someone gained an ability this way, or which ability. But it functions normally.

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APU NAHASAPEEMAPETILON

The first time a Demon kills you. You live and gain a not-in-play Townsfolk ability.

"Thank you, come again."

Apu serves as Demon trap, coming back stronger.

EXAMPLES

Tonight a Demon choose to kill Apu. Apu learnt that he now has Disco Stu's ability. Tomorrow, no deaths are announced.

HOW TO RUN

If a Demon tries to kill Apu for the first time. Wake Apu immediately and tell him his need ability. Ironically set a NO ABILITY token next to Apu.

Apu learns which ability he has been granted with.

TOWNSFOLK



SEYMOUR SKINNER

You start knowing a Townsfolk and a Minion
among 4 players.

*"I'm writing all your names on the detention list
in my mind."*

Skinner starts knowing info that we believe will
be useful in the late game.

HOW TO RUN

At Setup place the MINION token next to a Minion, a
TOWNSFOLK token next to a townsfolk and two
WRONG tokens next two 2 players. Wake Skinner
and give him this info.

TOWNSFOLK



BARNEY GUMBLE

Your closest Townsfolk neighbours are
sober, healthy and can't be perceived as Evil.

*"I'm finally a winner! *Burp*"*

Barney makes his closest neighbours powerful.
Better to keep him safe.

EXAMPLES

Moe tried to poison Anna which is seated next to Barney. Anna is sober and healthy.

HOW TO RUN

If a living or dead Barney Townsfolk had to be poisoned or drunk, they don't.

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DR. NICK RIVIERA

Every night* you may choose a dead and an alive player (not yourself). If both townsfolds, both lose its ability and the first may live.

"Let's pull the plug on this thing!"

Dr. Nick Riviera has a great potential and a powerful ability when choices are made wisely. Wrong decisions can cause weaknesses on your team.

EXAMPLES

Dr. Nick Riviera chooses a Virgin and an Empath, the Virgin revives and the Empath loses its ability. Dr. Nick Riviera chooses a Recluse and a Monk, the Monk loses its ability. Dr. Nick Riviera chooses a

Gambler and a Poisoner, the gambler revives and the poisoner loses its ability. Dr. Nick Riviera chooses a Scarlet woman and a chef, scarlet woman revives and the chef loses its ability.

HOW TO RUN

Every Night ask Dr. Nick riviera if he wants to use its ability. If two townfolks are chosen, please a NO ABILITY token next to them. Place a RESSURECTED token next to the dead townsfolk and announce its ressurection when you decide.

Players chosen from Dr. Nick doesn't know they lost their ability.

Resurrection is not instantly. It's Storyteller duty being aware of people bluffing as Bart, Apu or Troy McClure.

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TIMOTHY LOVEJOY

Every night*, you learn the shortest distance to an Evil player from the last executed player. Your start knowing that 1 of 2 minions are in play.

"I'll see you in hell... from heaven..."

Lovejoy focuses on hunting down Evil players but

Someone has to be sacrificed.

HOW TO RUN

Every day, after executions, place a CLOSEST EVIL reminder next to the closest evil player to the player executed.

Lovejoy learns how many "gaps" there are between executee and Evil. So lowest distance is "1"

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JEFF ALBERTSON

Every day, if you publicly guess which players are demons and which minions your alignment wins.

"The worst. Script. Ever."

Comic Book Guy offers an alternative win condition, because he already knew

HOW TO RUN

Every day if Jeff tried to publicly guess , set a GUESSED TODAY reminder next to him.

Jeff doesn't need to guess characters just types. (Minions, Demons)

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DISCO STU

Every night, choose 2 players, they are safe from minions. If you choose a minion, you learn which and you become drunk.

"Disco Stu dances the Boogie Woo. Yeah!"

Disco Stu ensures townsfolk sustain as he learns info.

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TROY MCCLURE

When you learn that you died you may say: "Hi, I'm Troy McClure. You may remember me from..." If its fun, something good may

happen.

"Hi, I'm Troy McClure. You may remember me from Blood on the Clocktower unofficial scripts."

Troy McClure fights for his alignment in it's own way.

90% of the "good things happening" are Troy McClure resurrection

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SANTA'S LITTLE HELPER

Every night choose a player, it's your owner.
You learn how many Evil players are between
your Owner and you longest distance. If a
Demon is choosen, you are drunk until dawn.
If your owner dies, you die.

"... (dogs don't talk)"

Santa's Little Helper chooses an Owner and blindly loves them. Once per day.

If equidistant distance info may be arbitrary.

Santa's Little Helper still percieve Evil dead players.

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NED FLANDERS

Once per game you learn every character of players you nominated. You can't become any alignment other than Good.

"Howdily-doodily-there!"

Ned Flanders is, and always will be good.

HOW TO RUN

When Ned Flanders nominate someone place a NOMINATED token next to they. Once per game, during the day, they may visit you and ask to learn all the characters of players they nominated.

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BART SIMPSON

The first time you day, you register as dead
but you live.

"Cowabunga!"

Bart lives twice, becuae a lot of people wants
him dead.

HOW TO RUN

The first time Bart dies, set a NO ABILITY token next
to Bart.

OUTSIDER



NUMBER 1

You are a Stonecutter. If there are 4 or more
alive players, every night, choose a player
(not yourself), you change characters and
you are drunk until dawn. If a Demon is
chosen, you are drunk.

"Do you really want all these idiots to get in?"

The Number 1 gets players into a secret cult.

HOW TO RUN

Every night Number 1 point to a player, they swap
chracters and alignments set a STONECUTTER

reminder next to that player.

Stonecutters win either with Stonecutter win condition or its ORIGINAL alignment. E.g. Mike is a Minion who becomes a Stonecutter and then becomes Kent Brockman, if Good wins, Mike lose.

OUTSIDER



HANS MOLEMAN

Evil players doesn't know each other.
Alignment perception is arbitrary. You and
your neighbours can die at any time. When
you die, your neighbours are drunk until
dawn. If you die, you have 2 votes for the
rest of the game.

"I was saying 'boo-urns'."

Hans Moleman induces to chaos. No one is safe,
not even Hans Moleman.

OUTSIDER



NELSON MUNTZ

If you are mad about being an outsider
something bad may happen.

"Ha-ha!"

OUTSIDER



CAPTAIN MCCALLISTER

You start knowing a player and their
character. If you or they die executed all
Townsfolds are drunk until dawn.

"ARR!"

OUTSIDER



ITCHY & SCRATCHY

You think you are a Townsfolk but you are not. You can be perceived as Evil, even dead.

"Prone to extreme violence from flash photography. Whatever that is."

MINION



WAYLON SMITHERS

Every night, choose a player, you learn its character. Once per game you can kill a player learnt this way. You may be perceived as Good, even dead.

"Yes, Mr."

Smithers gathers info for its evil team.

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KRUSTY THE CLOWN

If a Townsfolk nominates you, they
immediately become Itchy & Scratchy

"Hey! Hey!"

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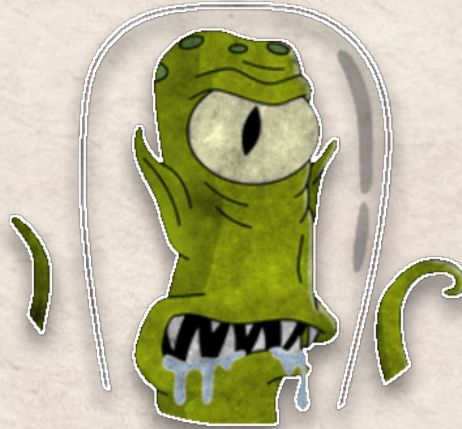
FAT TONY

Once per game, at night* you may choose a
player. They choose to die today or
tomorrow. If they choose tomorrow, you keep
your ability. [-1 +0 +1 Outsiders]

*"Where is the money? When are you going to get
the money? Why aren't you getting the money"*

now? And so on."''

MINION



KANG

Every night choose two players. The first is mad about the second being good. For the rest of the game, if the first is mad about Kang, they may die.

"We come in peace, for all you know."''

Kang is just misinformation.

DEMON



DEVIL FLANDERS

Every night* choose a player, turns evil and

knows you. During the day you may turn an evil player into any minion, if you do, you don't wake that night. Once per game, you lose your ability. [0 Minions] [+0 +1 Ned Flanders]

"Wanna do a diddly-deal with the Devil?"

Devil Flanders gathers it's own team, until he doesn't.

Devil Flanders is not aware when his ability has stopped working

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MOE SZYSLAK

Every night choose two players. If they nominate, tomorrow you may choose to kill or poison them but you can't kill both. If no one nominates, Evil win.

"We all have our little secrets."

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CHESTER TURLEY

Every night* choose a player, dies. The first time a minion dies you may choose an additional player.

"An eye for Snake"

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MONTGOMERY BURNS

Players know you are in play. At the end of 4th day, Evil win. [+1 Smithers] [+1 Power Plant]

"Excellent."

DEMON

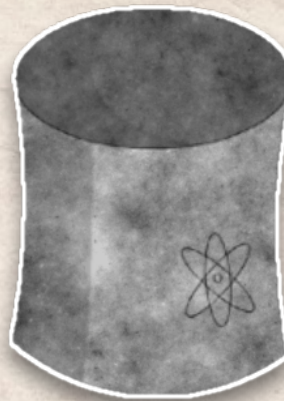


ROBERT TERWILLIGER

You can't die. Every night* choose a player, dies. Choose clock or anticlockwise. The first Good player in that direction keeps "Purpose". [+0 - +1 Bart Simpson / +1 Evil Purpose]

"I finally found a real purpose in this game and that purpose is to KILL BART SIMPSON!!!"

FABLED



POWER PLANS

Townsfolds abilities do not work.
EXTORTION: Every night, every townsfolk secretly decide if he want their ability to work until dawn, if [half alive townsfolds -1 (min. 1) decide it: Core Melts. CORE MELTDOWN: If a townsfolk accepts to be extorted, he is poisoned until dawn and can die at any time.

"Nuclear, it's pronounced nuclear"

No one is aware when core melts.

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EVIL PURPOSE

Every Townsfolk learn Bart Simpson. If Bart Simpson dies, Evil win. If 2 players are left, Good win. If Purpose dies, Good win.

If Bart Simpson Holding purpose is executed. Purpose dont die since Bart dont die due to its ability.

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STONECUTTER LODGE

If two players are alive and one of them is or has been Stonnecutter, all Stonecutters win. If a player is mad about being a Stonecutter, about someone being a Stonecutter or about Stonecutters, something bad may happen. Stonnecuters doesn't wake the first night.

"Man, it's so nice being in a secret cult. ""

Stonecutters are treated as a third alingment and may win its own game.

Encourage players to just don't talk about the Stonecutters. Make it seem like Stonecutters doesn't exist. Answer questions in private.

Stonecutters wins over other alignment win conditions.

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THE YEE GUY

Players must say "Yeeees" instead of raising their hand to register a vote.

"Yeeees""

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DUFFMAN

Each day, publicly choose a living player. If most living players agree, something good may happen to them.

"Oh, yeah!"

HOW TO RUN

Each day, if duffman publicly chooses a player, run a vote. If most living players raise their hand the Storyteller may do something good for that players alignment.

NIGHT ORDER

FIRST NIGHT



Power Plans



Disco Stu



Moe Szyslak

OTHER NIGHTS



Power Plans



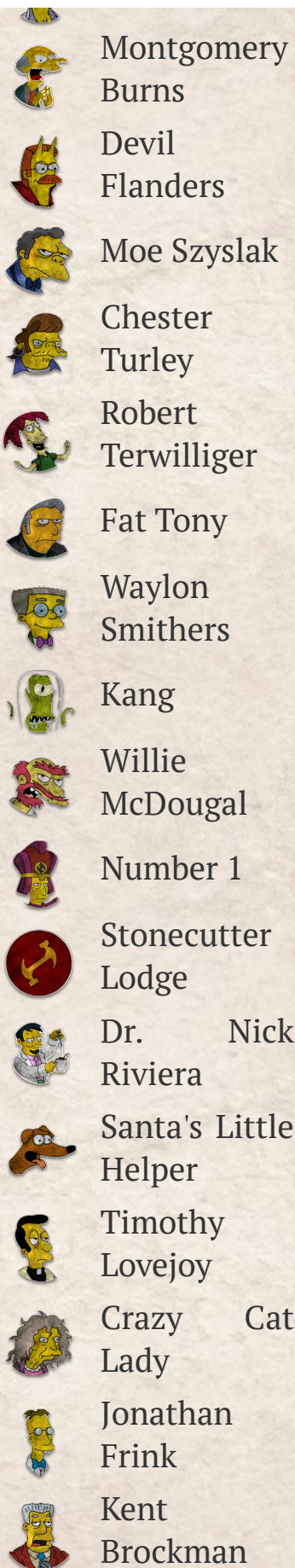
Clancy
Wiggum



Disco Stu



Montgomery
Burns
Kang
Waylon
Smithers
Crazy Cat
Lady
Seymour
Skinner
Timothy
Lovejoy
Santa's Little
Helper
Kent
Brockman



Montgomery
Burns
Devil
Flanders
Moe Szyslak
Chester
Turley
Robert
Terwilliger
Fat Tony
Waylon
Smithers
Kang
Willie
McDougal
Number 1
Stonecutter
Lodge
Dr. Nick
Riviera
Santa's Little
Helper
Timothy
Lovejoy
Crazy Cat
Lady
Jonathan
Frink
Kent
Brockman

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