Travellers & Fabled

Blood on the Clocktower

Travellers & Fabled

is a collection of wild, strange, powerful characters that are added as needed to games of TROUBLE BREWING, BAD MOON RISING, SECTS & VIOLETS, or other editions. This is not a standalone edition.

TRAVELLERS are characters that players can use if they arrive late to a game or need to leave early. Travellers are also added to games that have more than fifteen players. All players know which player is which Traveller, but not what alignment that player is. Each Traveller has a unique and powerful ability that functions in an obvious way, but they will need to earn the trust of the good team or else risk being exiled from the town.

Each edition of BLOOD ON THE CLOCKTOWER works with particular Travellers and not others. The recommended Travellers for games of TROUBLE BREWING are the Scapegoat, Gunslinger, Beggar, Bureaucrat, and Thief. The recommended Travellers for games of BAD MOON RISING are the Apprentice, Matron, Voudon, Judge, and Bishop. The recommended Travellers for games of SECTS & VIOLETS are the Butcher, Bone Collector, Harlot, Barista, and Deviant.

For the full rules on how to include Travellers in your games, see the TRAVELLER CHARACTERS section (page 24) in the main rulebook.

FABLED are characters for the Storyteller. 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 run more balanced, more inclusive games and to solve real-world issues that may arise.

**To make a large game finish earlier, or a small game finish later**, add the Doomsayer or the Toymaker.

To help new players have fun, add the Angel or the Buddhist.

To help a disadvantaged player or Storyteller participate, add the Revolutionary or the Hell's Librarian.

**To end the game at a particular time** or resolve a stalemate, add the Fiddler.

If you have made a new character list using the Script Tool online at **bloodontheclocktower.com/script**, you may need to add the Fibbin, Duchess, Sentinel, Spirit of Ivory, or Djinn.

For the full rules on how to include Fabled in your games, see the FABLED CHARACTERS section (page 25) in the main rulebook.
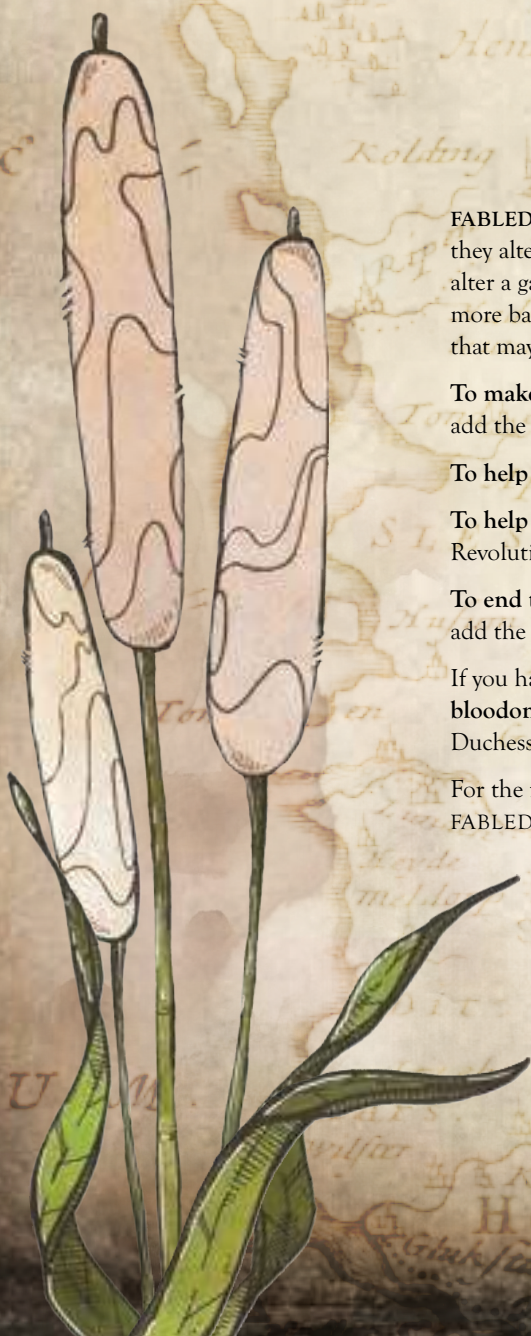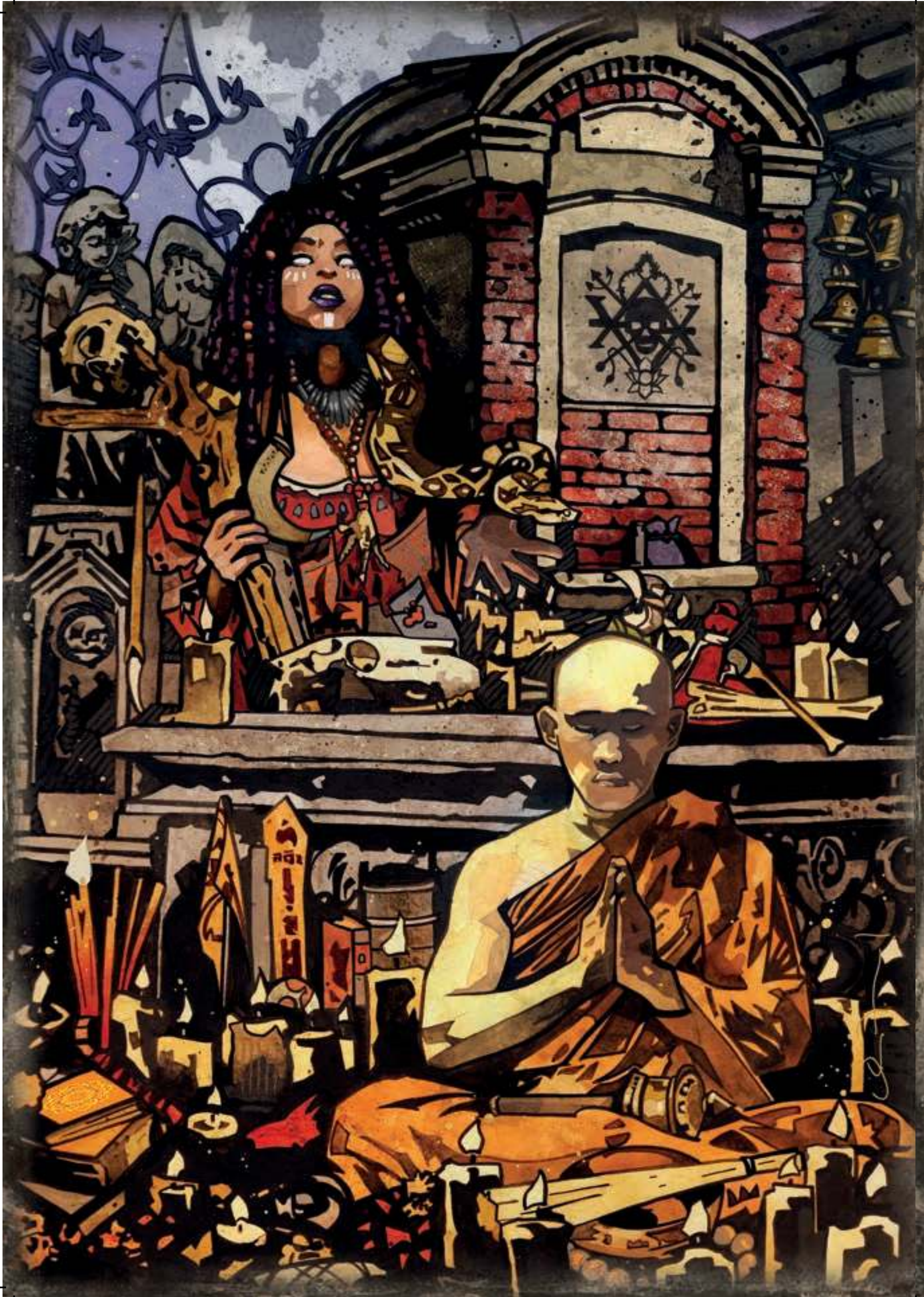
In the rain-slick mud which constitutes the streets of some nameless village, a tall man stands in the dead of night. The brim of his hat, deflecting the torrent, creates a brilliant cascade of pale moonlight, reflected in the stream of rainwater exploding at his feet. He stands as if in judgement of his surroundings. He stands with the pose of a man who knows his purpose and has come to execute it. All around him, curtains flicker as the villagers silently observe.

These villagers know his purpose also. Their concern comes not from the powerful writ which the man wields. No, their worries lie in how he will use it. It has been written that fear of the unknown is the greatest fear of all. This man, this unknown man, with his unknown intentions, is the very embodiment of that fear. What can be trusted about a man who has no home, no allegiance, no creed? What use have we for such men?

What use have we for...

Travellers

THIEF

Each night, choose a player (not yourself):
their vote counts negatively tomorrow.

❦

*"I ain't done nuffink. I weren't even in dat alley last night!
It weren't me what stole Mayor Bruno's briefcase wiv all dem fancy
dockoments innit. Besides, it was too 'eavy to carry far."*

THE THIEF steals votes from a player, making their vote count negatively.

◆ When a player chosen by the Thief votes, the vote tally goes down by one instead of up by one. This happens every time that player votes that day.

◆ The player with the negative vote changes back to having a positive vote immediately if the Thief dies, including if the Thief is exiled, because the Thief loses their ability.

◆ Exiles are never affected by abilities, so the player with the negative vote can support exiles unaffected by the Thief's ability.

◆ Since the Storyteller counts the number of votes out loud as they move their hand around the circle, all players will know which player the Thief chose.

EXAMPLES

The Thief chooses Marianna. The next day, while tallying the first vote, the Storyteller counts "1... 2... 3... 2... 3... 4... 5." The nominated player now has five votes for their execution, and the nomination process continues.

The Thief chooses Abdallah. Abdallah votes for an execution, so the tally of votes is four, instead of the tally of six if Abdallah was not affected by the Thief. Since ten players are alive, the nominee is not executed today. Later that day, the players are considering whether to exile the Gunslinger. Abdallah raises his hand to support the exile, which counts positive.

The Thief chooses Marianna. The Bureaucrat also chooses Marianna. The next day, Marianna's vote counts as negative three votes.

HOW TO RUN

Each night, wake the Thief. They point at any player. Mark the chosen player with the Thief's **NEGATIVE VOTE** reminder. Put the Thief to sleep.

Each time you tally the vote of a player marked **NEGATIVE VOTE**, count it as subtracting one vote instead of adding one vote. (*Count this out loud, as normal.*)

BUREAUCRAT

Each night, choose a player (not yourself):
their vote counts as 3 votes tomorrow.

❦

*"Sign here, please. And here. And here. Aaaaaaaaand here.
This should all be sorted and tallied by the end of the day,
assuming everyone's signature is legible. We haven't had a mix-up
in the paperwork for ages. Yesterday noon, if memory serves..."*

THE BUREAUCRAT gives extra votes to a player of their choice.

◆ When a player chosen by the Bureaucrat votes, that vote counts as three votes. This happens every time that player votes that day.

◆ The player with the triple vote loses it immediately if the Bureaucrat dies, including if the Bureaucrat is exiled, because the Bureaucrat loses their ability.

◆ Exiles are never affected by abilities, so the player with the triple vote can only support exiles once, not three times.

◆ Since the Storyteller counts the number of votes out loud as they move their hand around the circle, all players will know which player the Bureaucrat chose.

EXAMPLES

The Bureaucrat chooses Evin. The next day, when the first vote is being tallied, the Storyteller counts "1... 2... 3... 4-5-6... 7." The nominated player now has seven votes for their execution, and the nomination process continues.

The Bureaucrat chooses Alex. The next day, Alex has a triple vote, which he uses during four nominations.

The Bureaucrat chooses Doug, who is dead. The next day, Doug uses his vote token to vote, and his vote counts as triple.

HOW TO RUN

Each night, wake the Bureaucrat. They point at any player. Mark the chosen player with the Bureaucrat's **3 VOTES** reminder. Put the Bureaucrat to sleep.

Each time you tally the vote of a player marked **3 VOTES**, count it as three votes instead of one. (*Count this out loud, as normal.*)

GUNSLINGER

Each day, after the 1st vote has been tallied,
you may choose a player that voted: they die.

❧

*"It's time someone took matters into their own hands.
That someone...is me."*

THE GUNSLINGER kills players who vote.

◆ Each day, after the first vote for execution has been tallied, the Gunslinger may publicly choose a player that just voted to die immediately. The Gunslinger does not have to kill a player—it is entirely up to them. Whether they use their ability or not, the Gunslinger cannot kill any further players that day.

◆ It is the Gunslinger's responsibility to speak up and let the Storyteller know that they wish to use their ability.

◆ Since exiles are not affected by character abilities in any way, the Gunslinger cannot use their ability to kill a player that supports an exile.

EXAMPLES

The Imp has been nominated. There are ten players alive, and five votes for the Imp, so the Imp is about to die. The Gunslinger chooses a voting player to die. That player dies but the day continues, with the Imp still about to die.

The players exile the Scapegoat. Then, the Butler is nominated for execution and gets one vote. This is the first nomination for execution, since the Scapegoat's exile does not count. The Gunslinger chooses to kill the single voting player. Later that day, the Saint is nominated and six players vote. The Gunslinger cannot use their ability now because this is not the first vote for execution today.

The Empath voted, and their vote counted negatively due to the Thief. The Gunslinger kills the Empath.

HOW TO RUN

Each day, immediately after the first vote for execution is tallied, the Gunslinger can declare that they wish to use their ability. If so, the Gunslinger points at any player who voted for this execution. The chosen player **dies**.

If the Gunslinger is a new player, you may wish to remind them that they can use their ability.

When the Gunslinger wants to use their ability, you may need to ask all players who voted to raise their hand again, so the Gunslinger doesn't accidentally choose a player that didn't vote.

SCAPEGOAT

If a player of your alignment is executed,
you might be executed instead.

❧

"Good evening! Thank you for inviting me to the ball. I'm not from around here, but you sure seem like a friendly bunch, by golly. I'm sure we'll get along just dandy. What's all that rope for?"

THE SCAPEGOAT is executed instead of an ally.

◆ If the Scapegoat is evil, they might die instead of an evil player dying. If the Scapegoat is good, they might die instead of a good player dying. When exactly this happens is up to the Storyteller. This can only happen due to an execution, not death by other means such as a Demon or Slayer.

◆ The Scapegoat being killed still counts as an execution, so no more nominations occur today.

◆ As always, players do not learn the alignment of the Scapegoat when they die.

EXAMPLES

The Fortune Teller is about to be executed, but the Storyteller chooses to execute the good Scapegoat instead. The Fortune Teller lives and the Scapegoat dies. That night, the Undertaker learns that a Scapegoat was executed today.

The Poisoner is about to be executed, but the Storyteller chooses to execute the evil Scapegoat instead. The Storyteller could have let the Poisoner die as normal, but chose not to.

The Spy is about to be executed. The good Scapegoat dies instead, because the Spy is registering as good.

HOW TO RUN

If a player of the same alignment as the Scapegoat would be executed, you may choose that the Scapegoat is executed instead. The Scapegoat **dies**.

It is best to use the Scapegoat's ability before the final day, because a Scapegoat that remains alive on the final day will almost certainly be exiled. You should always use an evil Scapegoat's ability to prevent evil from losing the game.

BEGGAR

You must use a vote token to vote. If a dead player gives you theirs, you learn their alignment. You are sober & healthy.

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"Alms for the poor, good sir? Spare a coin, madam?
Thank you. God bless! You're a right kind soul and no mistake!
I'll have some swanky nosh tonight, I will!"

THE BEGGAR cannot vote unless someone gives them a token.

◆ The Beggar cannot raise their hand to vote at all unless they have a vote token.

◆ When they do vote, they lose one vote token. If they have more than one, they may only use one at a time.

◆ Only a dead player may give their vote token to the Beggar, after which that dead player cannot vote. Each dead player decides for themself whether to give the Beggar their vote token. No one, including the Beggar, may move a player's vote token on their behalf.

◆ When a player gives their vote token to the Beggar, the Beggar learns whether that player is good or evil.

◆ The Beggar can still nominate freely, and can still vote for an exile freely, because exiles are not affected by abilities.

◆ If the Beggar dies, they gain one vote token to use while dead, just like any other character would. However, the Beggar loses all their previously acquired vote tokens.

◆ If the Beggar would become drunk or poisoned, they do not.

◆ The ability to donate vote tokens is unique to the Beggar ability. Players may not give their vote token to a player that is not the Beggar, whether or not a Beggar is in play.

EXAMPLES

The Beggar cannot vote. On the fourth day, Sarah gives her vote token to the Beggar. The Beggar may now vote once and learns that Sarah is good. The Beggar is evil and tells the group that Sarah is evil.

The good Beggar has three vote tokens. Doug gives the Beggar his vote token, and the Beggar learns that Doug is evil. That day, the Beggar dies and loses all their vote tokens except for one.

HOW TO RUN

The Beggar cannot vote unless they have a vote token. They lose one vote token each time they vote.

During the day, a dead player can declare that they give their vote token to the Beggar. Transfer the vote token to the Beggar and privately tell the Beggar the alignment of that player.

APPRENTICE

On your 1st night, you gain a Townsfolk ability (if good),
or a Minion ability (if evil).

❦

"For years have I travelled, studying the ways of The Craft.
Which craft, you ask? Simply that of the simple folk.
Nothing to worry about. Not yet."

THE APPRENTICE has either a Townsfolk or a Minion ability.

◆ A good Apprentice gains a Townsfolk ability. An evil
Apprentice gains a Minion ability. They have this ability
until they die.

◆ The Apprentice learns their ability on their first night,
and they may act that night if the character whose ability
they gain would do so.

◆ Only abilities listed on the character sheet may be gained.

◆ If the Apprentice gains an ability that normally only functions
on the first night of the game, such as the Grandmother's,
it functions on the Apprentice's first night instead.

◆ The Apprentice does not literally become the character whose
ability they gain. They are the Apprentice, a Traveller, so they
may be exiled but not executed, and they do not count toward
the number of alive players to see if evil wins due to just two
players being alive. Also, other characters' abilities that detect
characters would detect the Apprentice as the Apprentice.

EXAMPLES

The evil Apprentice gains the Assassin ability. That night, they
kill the Fool.

The good Apprentice gains the Fool ability. They are exiled and
do not die. While the exile process itself cannot be affected by
abilities, the Traveller dies after the exile is decided. In this case
the Fool would die, but remains alive.

The good Apprentice gains the Chambermaid ability. From now
on, they learn who wakes at night. Later, the Gambler guesses that
the Apprentice is the Chambermaid. The Gambler dies, because
the Apprentice is not the Chambermaid.

HOW TO RUN

During the first night after the Apprentice enters play,
wake the Apprentice. Show them the YOU ARE info token,
then a Townsfolk or Minion token. In the Grimoire, replace
the Apprentice token with that character token, and mark them
with the IS THE APPRENTICE reminder. That player remains the
Apprentice but gains the ability of their character token.

> *You will almost certainly want to choose a not-in-play character*
> *ability, because there is only one of each character token and the*
> *Apprentice needs to use that token.*

MATRON

Each day, you may choose up to 3 sets of 2 players to swap seats.
Players may not leave their seats to talk in private.

❦

"Miss Featherbottom, be quiet.
Master Rutherford, a teacup needs just the four fingers, please.
I know you are a father of nine, but age, or lack thereof as the case
may be, is never an excuse for poor manners."

THE MATRON chooses where players sit.

◆ The Matron may swap two players' seating positions, up to
three times per day. The new seating order is permanent,
unless changed again by the Matron.

◆ The same player may be moved multiple times.

◆ Some players may find moving difficult due to a physical
disability or impediment. In these cases, they are immune to
the Matron's ability and can stay put.

◆ With the Matron in play, players may not talk privately
except with their immediate neighbors while sitting down.
Players may not leave their seat to whisper something to any
player, and may not even talk about the game to each other
when going to the bathroom, and so on. Players should
self-police this.

◆ If the Matron swaps just one or two sets of players, they may
not swap another set of players later that day.

EXAMPLES

The good Matron swaps the seating position of the player they
think is the Demon, so that player is far away from the player they
think is the Minion. They may not whisper to each other now.

The evil Matron swaps their seat with another player so the
Matron is sitting next to the Tea Lady. This way, the two of
them can whisper to each other, and the Tea Lady's ability does
not work.

HOW TO RUN

Players who leave their seats cannot talk about the game to other
players until they return.

Each day, the Matron may choose two players
and declare that they swap seating positions.
Ask them to do so. Swap their character
tokens and any reminders they have in the
Grimoire. The Matron may do this up to
three times, but all swaps happen one after
the other.

JUDGE

Once per game, if another player nominated,
you may choose to force the current execution to pass or fail.

❦

*"I find the defendant guilty of the crimes of murder, fraud, arson,
larceny, impersonating an officer of the law, practicing medicine
without a license, slander, regicide, and littering."*

THE JUDGE can determine whether an execution succeeds or
not, regardless of who voted.

◆ The Judge can decide to pardon a player that they think is
innocent, to condemn a player that they think is guilty,
or vice versa.

◆ If the nominee is pardoned, then they are not executed today,
and none of the votes for them count. If the nominee is
condemned, then they are executed immediately, regardless
of how many votes they received, and regardless of whether
another player was about to die by execution. Then the day
ends, because there can normally only be one execution
per day.

◆ The Judge may use their ability during or after the votes are
tallied. However, once a new player has been nominated,
then the Judge may only use their ability on this new nominee.
The Judge may only use their ability once, and only if a
different player made a nomination.

EXAMPLES

The Slayer was about to die, but the Po is nominated and every
alive player votes, so now the Po is about to die. The evil Judge
decides that the Po's execution fails. So, as before, the Slayer is
about to die, and the nomination process continues.

The good Judge nominates the Professor. Nobody votes, but the
Judge may not use their ability. Later, a Traveller is considered
for exile. Once again, the Judge may not use their ability because
abilities do not affect exiles. The Grandmother nominates the
Goon for execution. The Goon gets only one vote, but the Judge
decides that the Goon is executed immediately.

HOW TO RUN

At any time during a nomination for execution—from the
moment that the nomination is declared to the moment before
a new player is nominated for execution—the Judge can declare
that this execution succeeds or fails. If the Judge declares that it
succeeds, the nominated player is executed and you may proceed
to the night phase *(as there may only be one execution per day)*.
If the Judge declares that it fails, the nominated player is no
longer about to die and they are treated as receiving zero votes
for execution, and the nomination process continues. **The Judge
loses their ability**—put the Judge's **NO ABILITY** reminder token by
the Judge token.

VOUDON

Only you & the dead can vote. They don't need a vote
token to do so. A 50% majority isn't required.

❦

*"Byen venu. Sit down. Breathe deep. Enter the land of the dead.
See with their eyes. Speak with their voice. Yon sel lang se janm ase."*

THE VOUDON lets the dead vote as if they were alive,
but prevents alive players from voting.

◆ The dead and the Voudon may vote as many times per day as
they wish. They do not need a vote token to vote, and do not
lose their vote token when they do so. Alive players cannot
vote. It is not the case that they may put their hand up but the
votes don't count—their hands must stay down during voting.

◆ The number of votes required to execute a player is no longer
half or more of the alive players. The player with the most
votes is executed each day, but even a single vote is enough to
execute a player if no other player gets more votes.

◆ The Voudon does not alter who can make nominations.
As normal, alive players may make nominations, and dead
players may not. Since Travellers are exiled, not executed,
all players, alive or dead, may support exiling the Voudon or
other Travellers.

◆ If a player is about to die and then the Voudon is exiled, that
player is still about to die and nominations continue, but alive
players vote as normal. If a later nomination gets more votes
and it tallies to half or more of the alive players, this new player
is about to die instead.

EXAMPLES

There are twelve players alive and three dead. An alive Innkeeper
nominates the Moonchild. Of the four players that can vote—
the Voudon and the three dead players—three do. All other
nominees today get fewer than three votes, so the Moonchild dies.

It is the first day. Only the Voudon can vote, but does not.
The players call for the Voudon to be exiled. Five players support
the exile, and seven oppose. The Voudon lives.

Two dead players vote for the Mastermind to be executed.
Then the Voudon, the dead Fool, and the apparently dead
Zombuul all vote for the Gossip. The Gossip is executed.

HOW TO RUN

During votes for execution, only dead players and the Voudon
may raise their hand to vote. The dead may vote even if they have
no vote token, and voting does not use a vote token. If a nominee
gets at least one vote, they are about to die by execution until a
different player gets more votes.

BISHOP

Only the Storyteller can nominate.
At least 1 opposing player must be nominated each day.

*"In nomine Patris, et Filii, et Spiritus Sancti...
Volumus Dei. Deus vult nobis."*

THE BISHOP prevents players from nominating at all. Instead, the Storyteller does all nominating.

◆ The Storyteller makes nominations during the nomination process instead of the players, and the Storyteller may nominate as few or as many players as they wish. To make things fair, they must nominate at least one player whose alignment is opposite the Bishop's alignment each day.

◆ The Bishop does not alter who can and cannot vote. Each player may do so normally.

◆ Since Travellers are exiled, not executed, any player may call for the Bishop or another Traveller to be exiled.

EXAMPLES

The Bishop is good. On the first day, the Storyteller nominates the Demon, a Minion, and two Townsfolk. On the second day, the Storyteller nominates a Minion and an Outsider.

The Bishop is evil. The Storyteller has nominated nobody. However, the Storyteller must nominate at least one good player today, so they choose the Minstrel. The next day, the Storyteller nominates four good players and the Demon. The Bishop is exiled that day, and now the players may continue the nomination process normally.

HOW TO RUN

Each dawn, mark the good Bishop with their **NOMINATE EVIL** reminder, or mark the evil Bishop with their **NOMINATE GOOD** reminder.

During the nomination process for execution, the players cannot make nominations, but you can. *(Voting happens as normal.)* When you nominate a player whose alignment is opposite the alignment of the Bishop, remove the Bishop's reminder. You cannot end the nomination process if the Bishop is marked with their reminder.

Usually, you'll want to nominate about three to five players each day, with at least one of them being evil. You do not have to nominate the Demon each day, but you should nominate all alive players on the final day. Which players you nominate is up to you, but it's best to nominate more evil players if the Bishop is good, and to nominate fewer evil players if the Bishop is evil.
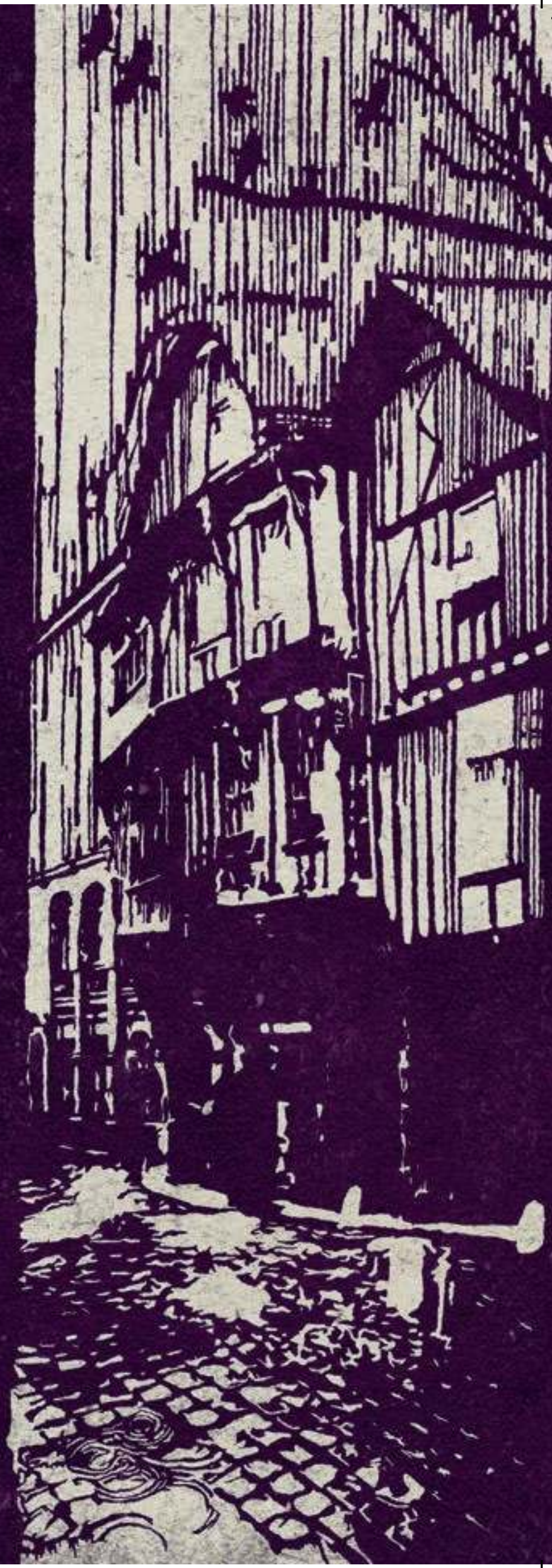
BARISTA

Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.

❧

"A cup of coffee with no cream, Monsieur? I'm terribly sorry, but we're fresh out of cream–how about with no milk?"

THE BARISTA either makes people sober and healthy, or allows them to act twice as much.

◆ The Storyteller chooses which player the Barista affects each night, and which one of the two Barista abilities is in effect. The Barista does not know who or what the Storyteller chooses, but the affected player does.

◆ If the affected player is acting twice, then they do so at the normal time. If they would normally wake at night, they act, go to sleep, then wake to act again. If they have already used a "once per game" ability, they may use that ability again. If they have a "once per game" ability but have not used it yet, they may use it twice before dusk.

◆ If the Barista makes a player sober and healthy, their drunkenness and poisoning, if any, is removed, and they may not become drunk or poisoned until dusk. This player must get true information, even if a Vortox is in play.

EXAMPLES

The Barista makes the Sage sober and healthy.

The Klutz acts twice. They die and must choose two players. If either is evil, evil wins. The next night, the Barista makes the Witch act twice. Two players are cursed.

HOW TO RUN

Each night, remove previous reminders then put the Barista's **SOBER AND HEALTHY** reminder or their **ACTS TWICE** reminder by any character token. Wake that character's player and show them the **THIS CHARACTER SELECTED YOU** info token, the Barista token, then one finger (*to show they are sober and healthy*) or two fingers (*to show they act twice*). Put that player to sleep.

A player marked **SOBER AND HEALTHY** is sober and healthy (*even if they're also marked* **DRUNK** *or* **POISONED**) and always gets true information (*even if an ability would make them drunk or poisoned*).

A player marked **ACTS TWICE** acts twice at the appropriate time. (*If the ability is optional, they may use it twice. If it is mandatory, they must use it twice.*) Use the Barista's **?** reminders if needed, to substitute for the character's own reminders.

> *Some characters are better off knowing they are sober and healthy, as they gain no benefit from acting twice, such as the Flowergirl, Town Crier, or Oracle.*

> *The Barista ensures players get true information even if an ability causes false information, such as a Fortune Teller, Spy, or Recluse.*

HARLOT

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

❧

"Enchanté, sailor. You look like you need someone to really listen to your troubles. I'm a good listener. Very, very good."

THE HARLOT learns the character of whoever agrees to reveal it, but at great risk to them both.

◆ Each night, the Harlot chooses a player. That player has a decision to make: do they reveal their character to the Harlot? If they do, the Storyteller may decide that both this player and the Harlot die tonight.

◆ The Harlot only learns the character of the chosen player, not that player's alignment.

◆ The Harlot may discuss during the day which character they would like to pick at night, and other players may offer to be picked, but they may go back on their word and choose differently when night comes.

EXAMPLES

The good Harlot wakes and chooses the Philosopher, who chooses to reveal. The next night, the Harlot chooses the No Dashii, who chooses not to reveal. The next night, the Harlot chooses the Mutant, who chooses to reveal. The Storyteller decides that the Harlot and Mutant die tonight.

The evil Harlot chooses the Sage, who reveals. The next day, the Harlot says the Sage is actually the Witch.

HOW TO RUN

Each night, wake the Harlot. The Harlot points at any player. Put the Harlot to sleep. Wake the chosen player, show them the **THIS CHARACTER SELECTED YOU** info token, then the Harlot token. That player either nods their head yes or shakes their head no. Put that player to sleep.

If they shook their head no, then nothing happens. Continue with the night phase.

If they nodded their head yes, wake the Harlot and show them the chosen player's character token. Put the Harlot to sleep. You may decide that both players **die**—mark them with **DEAD** reminders.

> *When choosing whether to kill players, do what you feel is the most interesting and balanced. If the Demon reveals to the Harlot, you should not end the game by killing them.*

BUTCHER

Each day, after the 1st execution,
you may nominate again.

❦

"It tastes like chicken...
More, please."

THE BUTCHER allows a second execution to occur each day.

◆ After the first executed player has died, the Butcher may nominate a second player for execution. The Butcher may nominate a player that has already been nominated today, and the Butcher may make a nomination even if the Butcher already made a nomination earlier today.

◆ If a player is executed, even if they do not die, then the Butcher may use their ability. The players may choose to vote or not to vote, so there is no guarantee that this extra nomination will cause an execution—it still needs to get enough votes—but this second nomination does not need to exceed the vote tally of the previous nominations.

◆ If no execution occurs today, then the Butcher may not use their ability at all today.

EXAMPLES

The Witch is executed and dies. The Butcher then nominates the Sage, who gets enough votes to be executed. The Sage dies too.

The Bone Collector is exiled, and then the Harlot is exiled. There are no executions today. The Butcher does not get to nominate again, because exiles are not executions.

The Butcher nominates the Town Crier, but the Town Crier is not executed. The Mathematician gets more votes and is executed today. The game continues, and the Butcher nominates the Town Crier again. This time, enough hands are raised, and the Town Crier is executed.

HOW TO RUN

Each day, immediately after a player is executed, the Butcher may nominate a player for execution. *(Remind them if needed.)* To succeed, this nomination must tally votes of at least half the alive players, as normal, but does not have to exceed the votes of the execution that prompted the Butcher ability. If this second execution succeeds, it does not allow the Butcher to nominate a third player.

DEVIANT

If you were funny today,
you cannot die by exile.

❦

"'Twas the lady's quip, forsooth."

THE DEVIANT can avoid being exiled—as long as the Deviant was amusing today.

◆ The Deviant can amuse the group in any way they choose. Generally, verbal means such as jokes, funny stories, or witty remarks will suffice.

◆ The Storyteller is the judge of whether the Deviant was funny or not.

EXAMPLES

The evil Deviant cracks a few jokes and gets a few laughs, but the players nevertheless decide to exile them. Even though there are enough votes, the Storyteller decides to keep the Deviant alive.

On the third day, the Deviant was slightly funny. The players exile the Deviant, but the Deviant does not die. On the fourth day, the Deviant was not very funny, is exiled, and dies.

HOW TO RUN

If the Deviant would be exiled, you may declare that the Deviant remains alive.

It is best to be forgiving and treat even a slightly funny Deviant as funny. It can be tough to be funny when one is expected to be, after all.

If the player would prefer, you may determine different criteria for whether the Deviant is exiled. If being "funny" is difficult, you may reward the Deviant who "creates a positive mood" or "is helpful to others" instead. The Deviant is not a serious character, and it is meant to encourage laughter, lightheartedness, and fun, so adjust the Deviant rules to your players' needs and talents.

13

BONE COLLECTOR

Once per game, at night, choose a dead player: they regain their ability until dusk.

———— ❧ ————

"I collect many things. Hair. Teeth. Clothes. Fragments of poems. The dreams of lost lovers. My secret arts are not for you to know, but my fee is a mere pittance. Bring me the blood of a noblewoman who died of heartbreak under a full moon, and you shall have your answers."

THE BONE COLLECTOR gives dead players their ability back temporarily.

◆ The Bone Collector must choose a dead player. The chosen player remains dead, but they get their ability to use. If their ability was a "you start knowing" or a "once per game" ability—such as the Virgin, Slayer, Clockmaker, Seamstress, or Juggler—they may use it again, even if it was already used, until dusk falls.

◆ When the Bone Collector chooses a player, that player does not learn they were selected by the Bone Collector, although they find out soon enough when they are woken to use their ability.

◆ If the Bone Collector dies, that player no longer has the ability they regained due to the Bone Collector.

EXAMPLES

The Bone Collector gives the dead Flowergirl her ability back. That night, the Flowergirl learns that the Demon did indeed vote today. The following night, the Flowergirl once again has no ability.

The Bone Collector chooses the dead Witch. The Witch wakes and curses the Clockmaker. The Clockmaker nominates the following day and dies.

At night, the Bone Collector chooses the dead Butcher. The following day, after a player is executed, the Storyteller says that the Butcher may make a nomination for execution.

During the day, the dead Juggler guesses five players' characters. That night, the Bone Collector gives the Juggler their ability back. The Juggler learns a "3".

HOW TO RUN

Each night, wake the Bone Collector. They either shake their head no or point at any dead player. Put the Bone Collector to sleep.

If they pointed at a dead player, **the chosen player regains their ability**—mark their character token with the Bone Collector's **HAS ABILITY** reminder. *(They may need to be woken tonight to use their ability.)* **The Bone Collector loses their ability**—mark them with their **NO ABILITY** reminder. The next dusk, **the chosen player loses their ability**—remove the **HAS ABILITY** reminder.
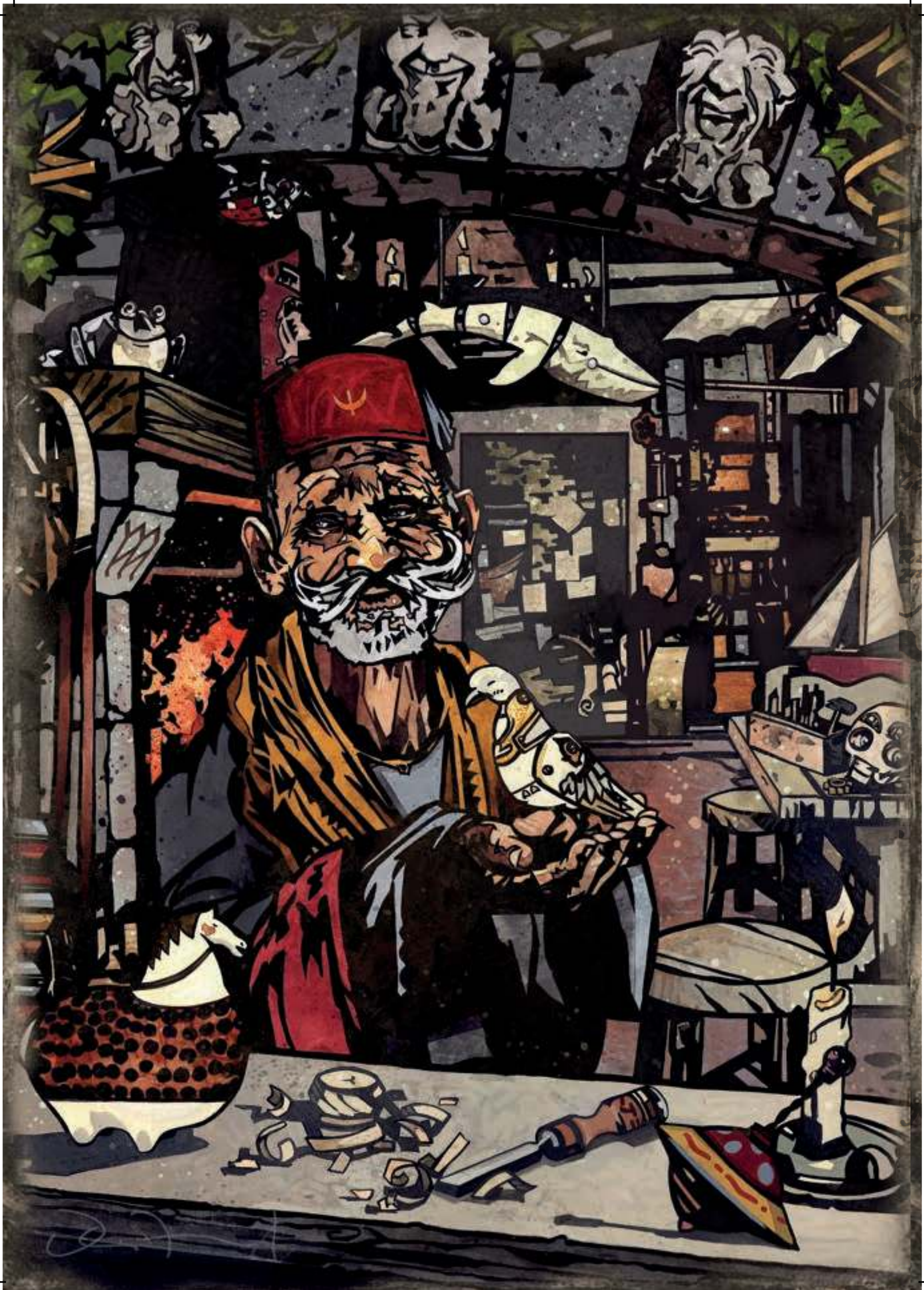
A WEARY COACHMAN TAKES A SIP, HIS MUG WITH MEAD REPLETE.
SETTLING DOWN BESIDE THE HEARTH, HE SINKS INTO HIS SEAT.
TURNING TOWARDS THE ROARING FIRE, HE YAWNS AND WARMS HIS FEET.

"A STORY FROM THE ROAD, GOOD SIR?" A TAVERN VOICE SPEAKS UP.
"TELL US A TALE OF SAD AND WOE, AND THEN WE'LL LET YOU SUP."
"TELL US A TALE OF MIRTH AND WIT, WE'LL PAY FOR YOUR NEXT CUP."

SIGHING STANDS THE COACHMAN NOW, APPEASING THIS REQUEST.
TAKING OF A DEEP, LONG BREATH, HE PUFFS OUT HIS GREAT CHEST.
THE LISTENERS, SAT IN SILENT AWE, AWAIT TO BE ADDRESSED.

'TIS TRUE, HE SPEAKS, IT IS NO LIE, I'VE TRAVELLED FAR AND WIDE.
I'VE RIDDEN THROUGH THE DESERT, AND I'VE SAILED UPON THE TIDE.
I'VE SEEN BABES BE BORN ANEW, I'VE KNOWN GOOD MEN WHO'VE DIED.

YET THERE ARE THOSE I CANNOT KNOW, A ROAD I'VE YET TO WALK.
A PLACE THAT HORSES CANNOT TREAD, YET HIDDEN FROM THE HAWK.
WHOSE MARKSMAN EYES MAY SEE SO MUCH, YET HERE THEY CANNOT STALK.

SO GATHER 'ROUND THIS HEARTH, DEAR FRIENDS, AND KEEP YOUR HORSES STABLED.
OPEN UP YOUR EARS AND KEEP YOUR CONVERSATIONS TABLED.
AND I SHALL TELL YOU NOW OF THOSE THE LEGENDS CALL THE...

Fabled

DOOMSAYER

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

❦

"And on the Seventh Day, there shall be a great flood and a pestilence upon the People of the Village of the Ravens! The dead shall rise and the living shall repent! O Woe! O Unholy Day! Only by great sacrifice shall they prevail! So sayeth the Sages of Nostros and so sayeth I."

USE THE DOOMSAYER to make large games take less time.

- ◆ The Doomsayer allows players to sacrifice their allies in order to gain information, which shortens the game.

- ◆ Only alive players may use the Doomsayer ability, and each may do so only once per game. It is their responsibility to remember to not use it again.

- ◆ If a player says something like "I use the Doomsayer ability," then the Storyteller chooses which player to kill, but they must kill an alive player of the same alignment as the player who used the Doomsayer ability. So, if a good player uses the ability, then a good player dies. If an evil player uses the ability, then an evil player dies.

- ◆ Once three players are left alive, the Doomsayer ability may no longer be used.

EXAMPLES

The Monk uses the Doomsayer ability, and the Washerwoman dies. Later that day, the Poisoner uses the Doomsayer ability, and the Baron dies.

An evil Thief uses the Doomsayer ability, and the Scarlet Woman dies. Later, the Spy uses the Doomsayer ability, and the good Gunslinger dies, because the Spy is registering as good. Later, the Demon uses the Doomsayer ability, and the Spy dies, because the Spy is registering as evil.

HOW TO RUN

At any time, declare that the Doomsayer is in play. Add the Doomsayer token to the Grimoire.

At any time during the day, if four or more players are alive, a player can declare that they wish to use the Doomsayer ability. When this happens, choose one player of the same alignment. The chosen player **dies**.

> *You won't want to kill the Demon this way, unless the game can continue afterwards for some reason, such as if a Scarlet Woman is in play.*

TOYMAKER

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

❦

"It buzzes! It walks down stairs! It keeps you warm at night! It tastes like sugar! The kiddies love it! Introducing...the brand new... Warm'o-buzzy-wuzzy-walk'a'bot-thingy-contraption! Fun for all ages!"

USE THE TOYMAKER to make small games take more time.

- ◆ If you created a character list using the Teensyville option in the Script Tool, then you may want to use the Toymaker. Games set in Teensyville have only six Townsfolk, two Outsiders, two Minions, and one Demon on the list, and they specifically cater to five or six players.

- ◆ With the Toymaker in play, the Demon learns three not-in-play characters at the start of the game, and the Minion(s) and Demon learn who each other are. Once per game, the Demon must voluntarily choose to attack nobody tonight. If the Demon is about wake to attack a player and this would end the game, but the Demon has not yet chosen to attack nobody, then the Storyteller does not wake the Demon—they are forced to attack nobody tonight.

- ◆ You may use the Toymaker in games of TROUBLE BREWING with five or six players, but it is not necessary.

EXAMPLES

On the second night, when five players are alive, the Imp chooses not to attack, which allows it to act during the final night. On the third night, when four players are alive, it attacks a player.

On the second night, the Imp attacks a player. On the third night, when just three players are alive, the Imp cannot attack because it is the final night.

HOW TO RUN

At the start of the game, declare that the Toymaker is in play. Add the Toymaker token to the Grimoire, and mark the Demon with the Toymaker's **FINAL NIGHT: NO ATTACK** reminder.

On the first night, resolve the "Minion info" and "Demon info" steps on the night sheet even though there are fewer than seven players.

Each night the Demon wakes, they may choose not to attack by shaking their head no. If they choose not to attack, remove the **FINAL NIGHT: NO ATTACK** reminder.

During any night, if the Demon would wake and their attack could end the game, but the Demon is marked **FINAL NIGHT: NO ATTACK**, the Demon does not wake or act tonight.

ANGEL

Something bad might happen to whoever
is most responsible for the death of a new player.

❧

*"Let those who are without sin dare to raise their hand
to my chosen, for I shall strike such fools down with the fury
and righteousness of a thousand storms."*

USE THE ANGEL to help new players have fun when there are one or two new players in a group of veterans.

◆ Being the only new player in a group can be overwhelming. Being protected by the Angel encourages all players to keep new players alive for as long as possible, which means new players have more fun and contribute to the game more.

◆ All players know who is protected by the Angel, but not their alignment or character. Whoever is the single player most responsible for killing a protected player suffers some consequence. For example, if the Demon kills a protected player, the Demon suffers a penalty. If a protected player is executed, the player who suffers a penalty will probably be the one who nominated the protected player.

EXAMPLES

The Angel protects Sarah. The Demon attacks and kills her. As a penalty, the Demon cannot attack on the next night.

Ben is the Demon and is protected by the Angel. The players do not execute him until the final day, at which point they may execute him without penalty.

HOW TO RUN

At the start of the game, declare that the Angel is in play. Declare which player or players it is protecting, with their consent. Add the Angel token and their reminders to the Grimoire, and mark each protected player with a PROTECTED reminder.

If a player marked PROTECTED dies, something bad happens to the player responsible for the death. You may need to mark their character token with the SOMETHING BAD reminder, to remind you that they are now poisoned, or mad, or can't vote today, or simply as a reminder to decide on what to do later.

Remove the Angel at any time, declaring when you do so.

The Angel only protects a player if that player wants it to. Ask for their consent before the game begins.

The "something bad" that happens is up to you. However, it is recommended to either make the penalty that the player dies, that the player loses their ability for a day, or that the player may not vote for a day. A light penalty works much better than a severe one.

Remove the Angel on the final day, so that players feel free to execute players protected by the Angel.

BUDDHIST

For the first 2 minutes of each day,
veteran players may not talk.

❧

"You throw thorns. Falling in my silence, they become flowers."

USE THE BUDDHIST to help new players have fun when there are one or two veterans in a group of new players.

◆ When experienced players find themselves in a game full of beginners, the veterans will often dominate the game due to their enthusiasm and knowledge.

◆ Players affected by the Buddhist cannot talk at all for the first two minutes of each day. They may not whisper in private, and may not talk to each other. They simply listen.

◆ This is *not* a punishment for being talkative. Being talkative is great! BLOOD ON THE CLOCKTOWER is a talking game, and the more, the merrier. That said, forcing the veterans to stay silent temporarily each day allows the new players to find their own voices, to come up with their own theories, and to take action on their own. It is about fun for everybody.

◆ It is common for a player to say "I am a Buddhist" or for the Storyteller to say to them "You are a Buddhist." This doesn't mean that their character is the Buddhist. It is a pleasant shorthand for saying "You are affected by the Buddhist ability." This is similar to saying "You are a Revolutionary."

EXAMPLES

Lachlan and Lewis are veterans in a game of mostly new players. To encourage the new players to talk, the Storyteller puts the Buddhist in play. Lachlan and Lewis may not talk for the first two minutes each day, after which they may talk freely.

Evin is affected by the Buddhist. He is a Minion and simply listens to what people are saying for the first two minutes, allowing him to bluff as a not-in-play character later on.

HOW TO RUN

At the start of the game, declare that the Buddhist is in play. Add the Buddhist token to the Grimoire. Declare which players are Buddhists, with their consent. Those players must stay silent for the first two minutes of each day.

Remove the Buddhist at any time, declaring when you do so.

If no device is available to set a two-minute timer, then use your best judgment as to what is two minutes, and inform the veterans when you feel that the time is up.

Like the Angel and the Revolutionary, you'll want to ask for a player's consent before affecting them with the Buddhist. Something like this is best: "Do you mind if I make you a Buddhist for this game? You are really good at the game, and I want to give the new players a chance to figure things out for themselves. Is that okay?"

REVOLUTIONARY

2 neighboring players are known to be the same alignment.
Once per game, 1 of them registers falsely.

───────── ❧ ─────────

"United, we feigned. Divided, we stalled."

USE THE REVOLUTIONARY to help disadvantaged players participate.

◆ If a player has an intellectual disability, is unable to understand the rules of the game, is blind or deaf, or is unable to communicate or participate as normal, they may still play by teaming up with a player that they trust.

◆ These two players are the same alignment and sit next to each other so they can whisper or signal to each other throughout the game. The experienced player can help the disadvantaged player in whatever way is needed, talking on their behalf or suggesting what to do.

◆ The Revolutionary is also useful for couples or good friends who wish to play, but are uncomfortable with lying to or mistrusting each other, even in a game.

◆ Once per game, the Storyteller can make either player register as a different character, alignment, or both.

◆ The Storyteller may wake both players at night, instead of just the player due to wake, if that helps understanding.

◆ If an ability would change a Revolutionary's alignment, this ability has no effect or it changes both Revolutionaries' alignment, Storyteller's choice.

EXAMPLES

Matt is deaf. He teams up with Julian via the Revolutionary. Matt draws the Poisoner, and Julian is given the Imp. They can scheme in private using sign language, so that Matt can participate.

Hannah is twelve years old. She is keen to play but does not understand the intricacies of how the characters work. She gets the Monk and teams up with her father, who is the Empath.

HOW TO RUN

When setting up the game, before giving the bag to the players, declare that the Revolutionary is in play and which two neighboring players are Revolutionaries. Add the Revolutionary token to the Grimoire. Mark the Revolutionaries with the **REGISTER FALSELY?** reminder between their character tokens.

Give the bag to one Revolutionary. They draw a token. Look at their token, choose a token of the same alignment from the bag, and give it to the other Revolutionary. Then, give the bag to the non-Revolutionary players to draw from.

Once per game, you can make one player marked **REGISTER FALSELY?** register as a different character and alignment, then remove the **REGISTER FALSELY?** reminder.

> *The Revolutionary should only be in play if both players want it to be. Ask for their consent before the game begins.*

HELL'S LIBRARIAN

Something bad might happen to whoever talks
when the Storyteller has asked for silence.

───────── ❧ ─────────

*"Shhhhh. Please be quiet. It is best not to disturb the Librarian.
I've heard it has a temper."*

USE THE HELL'S LIBRARIAN to help a soft-spoken Storyteller participate.

◆ As the Storyteller, you'll find the Hell's Librarian useful when it is difficult to get the group's attention. Maybe you need to explain a game rule? Or get attention for a crucial final-day vote? It can also be used to prevent players from talking about their characters before the game begins or from narrating what they are doing at night. Players instinctively stay quieter during the pre-game period and at night, so you may never need it.

◆ It is best to give the players fair warning before you bring the hammer down. Like the Angel, the threat of a mysterious penalty is more important than the actual penalty. The purpose of this character is to make games run smoothly, not to punish minor infringements.

EXAMPLES

The Storyteller is attempting to explain the voting rules to a few new players. The group is loud and is not listening to the Storyteller's requests for silence, so the Storyteller declares that the Hell's Librarian is in play. Two players continue to loudly talk, even though they know the possible penalty. The Storyteller decides that one dies and the other loses their vote for today. All players are silent while the rules are explained.

HOW TO RUN

At any time, declare that the Hell's Librarian is in play. Add the Hell's Librarian token and their **SOMETHING BAD** reminder to the Grimoire.

At any time, you can ask the group for silence for a particular period of time. Remind them that the Hell's Librarian is in play if needed. If a player talks or otherwise interrupts and makes your job difficult during that time, you can let them know that something bad happens to them. You may need to mark their character token with the **SOMETHING BAD** reminder, to remind you that they are now poisoned, or mad, or can't vote today, or simply as a reminder to decide on what to do later.

> *Like the Angel, the "something bad" that might happen is up to you. However, it is recommended to either make the penalty that the player dies, that the player loses their ability for a day, or that the player may not vote for a day. A light penalty works much better than a severe one.*

FIDDLER

Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.

———————— ❧ ————————

"I'll wager mi lyef ye cannae best me in a fiddle contest, ye boss-eyed snook! We'll go out on the lash, get the pub jammers an' have a right craic. I'll be layin' ma boots into ya come mornin' ye rumbly muppet."

U SE THE FIDDLER to decide a winner if the game must end due to time constraints or a stalemate.

◆ Sometimes there won't be enough time to finish a game. Maybe the venue you are playing at needs to close. Maybe some players need to leave unexpectedly and the game cannot continue without them. Maybe the Townsfolk refuse to execute and the Demon refuses to kill.

◆ The Storyteller can add and activate the Fiddler at any time. To do so, all players close their eyes while the Demon chooses a good player to challenge to a fiddle contest. Then, after a minute or two, all players will raise their hands to vote on which of these two players wins. The game ends, and the winning player's entire team wins too.

◆ Like an exile, this group decision on who wins the game is not affected by abilities, and the dead may vote normally. The Thief cannot steal votes, the Voudon has no effect, and so on.

◆ Players cannot use their abilities once the Fiddler has been activated. The Slayer cannot choose to slay a player, the Artist cannot ask their question, and so on.

◆ If this fiddle contest is a tie, evil wins.

EXAMPLES

The game needs to end in thirty minutes due to a freak lightning storm approaching the neighborhood, so the Storyteller adds the Fiddler. After twenty-five minutes, the Fiddler activates. The players choose the good player to win, so good wins.

There are just four players left alive. Each day, nobody nominates. Each night, the Demon chooses a dead player to kill. Since this could go on indefinitely, the Storyteller adds the Fiddler so that the game can end.

HOW TO RUN

At any time, if you expect to run out of time, declare that the Fiddler is in play and declare the time when the game will end. Add the Fiddler token to the Grimoire.

When the game needs to end, declare that you are using the Fiddler ability. Put all players to sleep. Wake the Demon. They point at any good player. *(If the Demon is good, they must choose an evil player instead.)* Wake all players and declare that the Demon player and the chosen player are in a fiddle contest. *(Do not say what their characters are.)* After a minute or two, run a "vote" for each player in the fiddle contest. *(This is not an execution vote.)* All players may vote. The player with the most votes wins, their team wins, and the game ends. On a tie, the evil team wins.
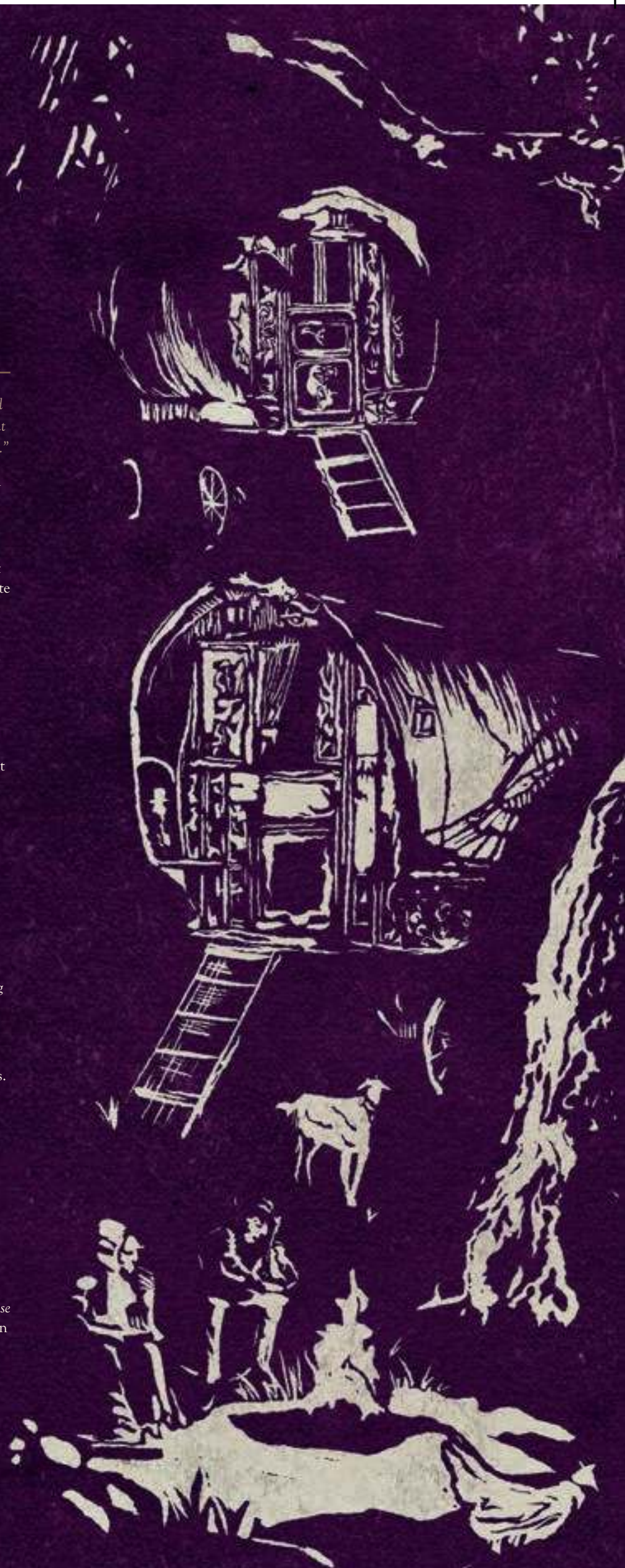
FIBBIN

Once per game, 1 good player
might get incorrect information.

❧

*"Tee-hee-hee.
Tee. Hee. Hee."*

ADD THE FIBBIN if your script has too much information or no possibility of misinformation.

◆ If you create a character list and it has no characters that cause drunkenness, poisoning, or other ways for information to be false, then you may want to add the Fibbin. Whilst it is not necessary, even a minor chance of a good player's information being incorrect can drastically help the evil players bluff.

◆ The Fibbin does not make an ability fail in the way that drunkenness and poisoning do. It only affects abilities that provide information from the Storyteller signaling to a player during the night or telling them something.

◆ If the game ends before you have given a good player incorrect information, that's okay.

◆ Some characters get false information due to their ability. The Fibbin can make this information true.

EXAMPLES

On the first night, all players get correct information. On the second night, the Empath learns they are neighboring one evil player, even though both their neighbors are actually good, because of the Fibbin. For the rest of the game, all good players get correct information.

The Virgin is nominated by a Townsfolk. This Townsfolk is executed immediately—the Fibbin can't affect the Virgin's ability since it doesn't give information. Later, the Monk protects a player. Again, the Monk's ability cannot fail due to the Fibbin's ability. Later, the Ravenkeeper dies at night and gets false information, because information from an ability can be affected by the Fibbin's ability.

The Storyteller tells the Savant that Lachlan, Ben, or Sarah is the Lunatic, and that all players who didn't vote yesterday are good. Both of these statements are true, even though the Savant is supposed to get one piece of true information and one piece of false information. The Fibbin's ability made the Savant's information incorrect, but also true.

HOW TO RUN

At the start of the game, declare that the Fibbin is in play. Add the Fibbin token to the Grimoire.

Once per game, when a good player gains information from an ability, you can give them incorrect information. **The Fibbin loses their ability**—put their **NO ABILITY** reminder token by their token.

DUCHESS

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

❧

*"We shall entertain between the hours of 6 and 7 precisely.
Tea at 6:15. Scones at 6:45. Do not be late.
Formal wear applies, as always."*

ADD THE DUCHESS if your script has too little information or too much misinformation.

◆ Sometimes, you may want to create a character list using the Script Tool that has hardly any good characters that gain information directly. Whilst having an abundance of abilities and a lack of information can be fun for some players, other players like something more. The Duchess adds regular information to such a game.

◆ Each player that visits the Duchess learns how many visitors are evil, including themself. However, one visitor of the Storyteller's choice will get false information.

◆ Players that visit the Duchess still get to use their ability normally. The Duchess does not make their ability give false information.

◆ The players decide amongst themselves which players will be the three players to visit. If exactly three visitors cannot be decided upon, then the Duchess does not act tonight.

EXAMPLES

The Soldier, Pacifist, and Sage visit the Duchess. The Soldier and Pacifist learn a "0". The Sage learns a "1".

The Mutant, Butler, and Po visit the Duchess. The Mutant learns a "1", the Butler learns a "2", and the Po learns a "1".

The Mastermind, Imp, and Minstrel visit the Duchess. The Mastermind learns a "2", the Imp learns a "1", and the Minstrel learns a "2".

HOW TO RUN

At the start of the game, declare that the Duchess is in play. Add the Duchess token and their reminders to the Grimoire.

Each day, any player may volunteer to visit the Duchess tonight. If exactly three players volunteer to visit the Duchess tonight, then mark two of them with a **VISITOR** reminder and one of them with a **FALSE INFO** reminder. If more or less than three players volunteer to visit, do not add these reminders.

At night, wake each player marked **VISITOR** or **FALSE INFO** one at a time. Show the woken player the Duchess token. If the woken player is marked **VISITOR**, show them fingers (0, 1, 2, or 3) equaling the number of evil players who are marked either **VISITOR** or **FALSE INFO**. If the woken player is marked **FALSE INFO**, show them any number of fingers except the correct number. Put the woken player to sleep.

Remove the Duchess at any time, declaring when you do so.

SENTINEL

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

❦

*"Name, please.
Papers, please.
Weapons, please."*

ADD THE SENTINEL to your script to keep the number of Outsiders in play mysterious.

◆ The official character lists are carefully constructed so that the number of Outsiders is never completely known, which lets evil players safely bluff as Outsiders. Many of the games you create using the Script Tool will not have this luxury. If, for one reason or another, the number of Outsiders in a game will become certain, the Storyteller can add a Sentinel. This will confuse matters and help the evil team either bluff as Outsiders or make existing Outsiders look suspicious.

◆ Games with a Sentinel in play might have one more Outsider than normal. They may have one less. They may have the normal amount. It is up to the Storyteller.

EXAMPLES

There are seven players in this game. There are no characters on the character list that add Outsiders. The Demon bluffs as the Saint. A Sentinel is in play, so the good players are not sure if there is actually a Saint or not.

There are nine players in this game. Even though a Baron is on the character list, the good players know no Baron is in play because the Witch just killed a player, so there should be just two Outsiders in play. However, the Outsiders cannot be trusted because a Sentinel is in play. Indeed, there is one less Outsider than normal in this game, and the Witch is bluffing as the Butler.

HOW TO RUN

At the start of the game, declare that the Sentinel is in play. Add the Sentinel token to the Grimoire.

While setting up the game, before putting character tokens in the bag, add an Outsider token and remove a Townsfolk token, remove an Outsider token and add a Townsfolk token, or do neither.

SPIRIT OF IVORY

There can't be more than
1 extra evil player.

❦

"The Wasteland calls. Bones rise to flesh, then fall to dust. The great spirit grows. The great spirit watches. The great spirit guides. The human listens, or the human is no more."

ADD THE SPIRIT OF IVORY to your script to keep the number of evil players fair and balanced.

◆ When creating character lists using the Script Tool, it is a good idea to include no more than one character that adds evil characters. If two or more players turn evil, then the evil team can win simply by revealing who they are and winning due to their voting majority. Adding the Spirit of Ivory prevents too many players turning evil, creating a more fun and fair game for the good players.

◆ With a Spirit of Ivory in play, only one more player than normal can ever be evil. If a second player would become evil, they stay good instead.

◆ The normal number of evil players is printed on the Traveller sheet and on the Setup sheet.

EXAMPLES

The Fang Gu attacks an Outsider and creates an evil player. Later, the Devil's Advocate chooses the Goon at night. Normally, the Goon would turn evil, but the Goon remains good because there is already one more evil character than normal in play.

The Goon is evil. The Snake Charmer chooses the Demon. The evil Demon becomes the good Snake Charmer, and the good Snake Charmer becomes the evil Demon. Since the number of evil players is not increased, the Spirit of Ivory's ability does not trigger.

HOW TO RUN

At the start of the game, declare that the Spirit of Ivory is in play. Add the Spirit of Ivory token and their reminder token to the Grimoire.

At all times, if there is an extra evil character in play, mark the Spirit of Ivory with the NO MORE EVIL reminder. (*If any character becomes good, remove the reminder.*)

If a player would become evil and the Spirit of Ivory is marked NO MORE EVIL, that player stays good.

DJINN

Use the Djinn's special rule.
All players know what it is.

❦

.هنا لسنا نحن
.حقيقي لست انت
.وهم هو شيء كل
صافٍ يوم في نار جبل هي أسئلتك

ADD THE DJINN to all games with a jinx icon on the script. The Djinn resolves jinxes by creating a unique rule.

◆ When creating a character list using the Script Tool, some character combinations will be marked as unusual. These two characters are jinxed—they have abilities that clash or contradict each other in some way. The Djinn creates a special rule that allows these characters to work well together. Some jinxed characters even work *better* with the Djinn in play!

◆ The Djinn's special rule is described by the Script Tool online, and is printed out automatically when you create a script with a character combination that is jinxed.

◆ There are many different Djinn special rules. Each is tailored to a specific pair of jinxed characters.

◆ If there are jinxed characters on the character sheet, even if there are no jinxed characters in play, the Storyteller tells all players what the Djinn's special rule is at the start of the game.

◆ The Djinn may have several special rules at once. If there are multiple pairs of jinxed characters on the character sheet, the players learn all the Djinn's special rules.

EXAMPLES

The Pit-Hag and the Heretic are jinxed. At the start of the game, the Storyteller reads out the Djinn's special rule: "A Pit-Hag cannot create a Heretic." Later in the game, the Pit-Hag tries to create a Heretic. The Storyteller shakes their head, and the Pit-Hag must choose another character to create.

The Spy and the Magician are jinxed. At the start of the game, the Storyteller reads out the Djinn's special rule: "When the Spy sees the Grimoire, the Demon and the Magician's character tokens are removed." There is no Spy and no Magician in play, but the Storyteller reads this aloud anyway so that the good team doesn't know which Minion is in play.

HOW TO RUN

At the start of the game, if there are jinxed characters on the character sheet, declare that the Djinn is in play and inform the group of all Djinn special rules for this game. *(Do this even if there are no jinxed characters in play.)*
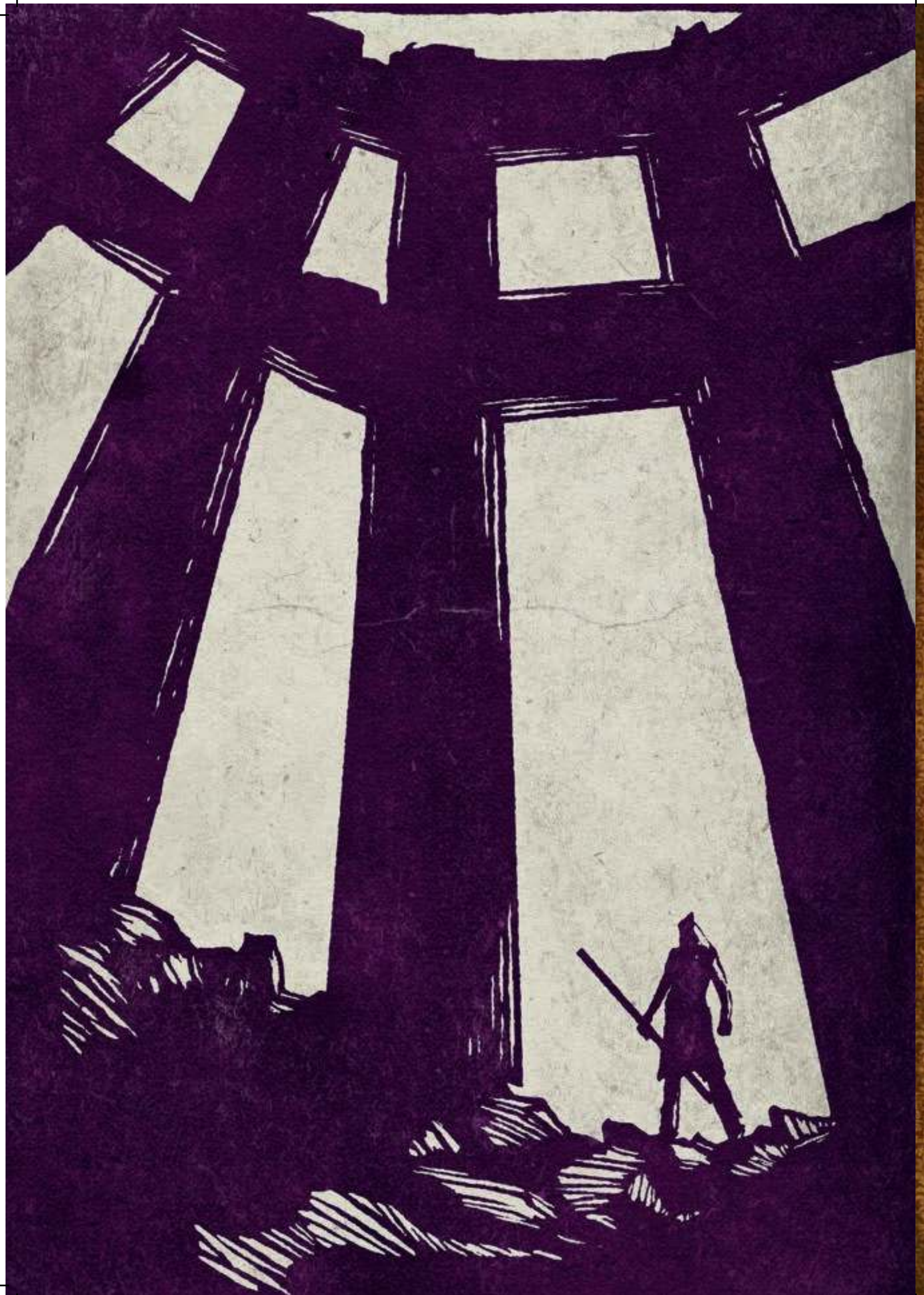
Follow the Djinn instructions as listed on the Script Tool printout.

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