Over the Garden Wall

A Blood on the Clocktower Script · By Max

Townsfolk



Beatrice
You start knowing which players are Minions.



Auntie Whispers
Each night, you may choose an Outsider: they become drunk or you do.



Fred
Each night, you learn how many living Townsfolk are seated between you and the nearest evil.



Sara
Each night*, if someone died today, you learn a living player of their alignment.



Woodsman
Each night*, choose a player: if they're evil, one of their living neighbors dies & The Beast doesn't wake tonight.



Jason Funderburker
If you're turned into a Frog, from then on, you can nominate any player and vote twice, even if dead.



Wirt
Evil players don't learn each other. You know one player is a specific Outsider.



Greg
Each night, you learn how many living Frogs there are.



Enoch
Each night, choose two players: chosen evil players target the other player you chose.



Uncle Endicott
Each night, choose a player: if evil, they're "mad" about something true or they might be executed.



Miss Langtree
Each night*, if you publicly sang a rhyming song yesterday, you learn a letter or two from The Beast's name.



Highwayman
Once per game, during the day, publicly choose a player: you gain their ability, & they're drunk.



Cloud City Reception Committee
Your neighbors are drunk if they're good: if The Beast kills you, they both become Cloud City Reception Committee.

Outsiders



Margueritte Grey
You think you're not an Outsider. You appear alive, even if dead.



Frog
Ribbit.



Mrs. Daniels
Townsfolk abilities yield false info. You have this ability even if dead.



Jimmy Brown
Players that are "mad" about you being evil might be executed. You register as The Beast and as evil.



Lorna
On Night 4, you become evil & all other Outsiders die.

Minions



Jason Funderburker
Each night*, you may choose a player: they become a Frog.
[+ Jason Funderburker]



Adelaide
You may open your eyes at any time. Players who are "mad" about you being evil might be poisoned.



Old North Wind
Once per game, at night*, choose a player: they're resurrected or they die, your choice.



Black Turtle
When you're executed and die, if there are no extra evil: the nominator becomes evil.

Demons



The Beast
Each night*, you may choose a player: they die. The first player killed this way becomes an evil out-of-play Minion, and another player dies instead.
[-1 Minion]

Travellers



Giraffe
You start knowing the characters of three good players.



Queen of the Clouds
Once per game, you may publicly grant another player's wish. It may have a cost.



Hippopotamus
Three times per game, you may publicly ask to form a Committee. If a majority of players agree, something good happens to 1 of them.



Monkey
Each night, choose two other players: if you all agree, you all learn how many of you are evil.



Tavern Keeper
Players that only speak in a singsong voice might survive execution.

Fabled



The Dark Lantern
There might be the same number of Outsiders in play as Minions.

Loric



Frog Hunt
Some players might be Frogs. Once per day, if a Townsfolk correctly guesses all the living Frogs (at least 1), good wins. If a good player guesses wrong, something bad might happen.

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