

A puppet on a tentacle 诡异人偶



钟楼剧本博物馆
美术设计

海外版“腹语师”快速上手剧本

剧本作者: Ben & Jams

支持7-15人

善良阵营·镇民



舞蛇人

每个夜晚，你要选择一名存活的玩家：如果你选中了**恶魔**，你和他**交换角色和阵营**，然后他**中毒**。



传教士

每个夜晚，你要选择一名玩家：如果你选中了**爪牙**，他会得知被**传教士**选中。所有被你选中的**爪牙**失去能力。



国王

每个夜晚，如果**死亡**的玩家数量大于或等于**存活**的玩家数量，你会得知一个**存活**的角色。**恶魔**知道你是**国王**。



杂技演员

每个夜晚*，你要选择一名玩家：如果当晚他**醉酒或中毒**，你**死亡**。



女裁缝

每局游戏限一次，在夜晚时，你可以选择（除你以外）的两名玩家：你会得知他们是否为**同一阵营**。



艺术家

每局游戏限一次，在白天时，你可以私下询问说书人一个是非问题，你会得知该问题的**答案**（是/不是/我不知道）。



守夜人

每局游戏限一次，在夜晚时，你可以选择一名玩家：他会得知你是**守夜人**。



杂耍艺人

在你的首个白天，你可以公开猜测任意玩家的角色最多五次。在当晚，你会得知**猜测正确**的角色数量。



失忆者

你不知道你的能力是什么。每个白天你可以找说书人猜测一次，你会得知你的猜测有多准确。



守鸦人

如果你在**夜晚死亡**，你会被唤醒，然后你要选择一名玩家：你会得知他的角色。



唱诗男孩

如果**恶魔**杀死了**国王**，你会得知哪名玩家是**恶魔**。[+ 国王]



罂粟种植者

爪牙和**恶魔**互相不认识。如果你**死亡**，当晚他们会互相认识。



镇长

如果只有**三名**玩家**存活**且白天没有人**被处决**，你的阵营获胜。如果你在夜晚**即将死亡**，可能会有一名其他玩家代替你**死亡**。

善良阵营·外来者



理发师

如果你**死亡**，在当晚**恶魔**可以选择两名玩家（不能选择其他**恶魔**）**交换角色**。



畸形秀演员

如果你“**疯狂**”地证明自己是**外来者**，你可能被**处决**。



呆瓜

当你得知你**死亡**时，你要公开选择一名**存活**的玩家：如果他是**邪恶**的，你的阵营**落败**。



瘟疫医生

当你**死亡**时，说书人会获得一个**爪牙能力**。

邪恶阵营·爪牙



投毒者

每个夜晚，你要选择一名玩家：他在当晚和明天白天**中毒**。



灵言师

在你的首个夜晚，你会得知一个**关键词**。首个说出该**关键词**的**善良**玩家会在当晚转变为**邪恶阵营**。



教父

在你的首个夜晚，你会得知有哪些**外来者角色**在场。如果有**外来者**在白天**死亡**，你会在当晚被唤醒并且你要选择一名玩家：他**死亡**。[-1 或 +1 外来者]



巫师

每局游戏限一次，你可以向说书人**许愿**。如果愿望被实现，可能会伴随着**代价**和**线索**。

邪恶阵营·恶魔



痢蛭

每个夜晚*，你要选择一名玩家：他**死亡**。
在你的首个夜晚，你要选择一名**存活**的玩家：他**中毒**，只有他处于**死亡状态**时你才会立即**死亡**。

奇遇角色



腹语师 Ventriloquist

如果一名玩家在被提名时“**疯狂**”地证明自己是一个新的角色，他可能**不会死于**当天的**处决**。

*代表
非首个夜晚

其他夜晚



Blood on the Clocktower

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玩家数量	7	8	9	10	11	12	13	14	15+
镇民	5	5	5	7	7	7	9	9	9
外来者	0	1	2	0	1	2	0	1	2
爪牙	1	1	1	2	2	2	3	3	3
恶魔	1	1	1	1	1	1	1	1	1



钟楼剧本博物馆
美术设计

Edd
he/him

Jams
she/they

Dummy

Raj
he/him

JC
He / Him

Samantha
she/her



CHARACTERS

TOWNSFOLK

Custom Script

A PUPPET ON A TENTACLE BY BEN AND JAMS

Preacher	Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.
Snake Charmer	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
King	Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.
Acrobat	Each night*, choose a player: if they are or become drunk or poisoned tonight, you die.
Nightwatc...	Once per game, at night, choose a player: they learn you are the Nightwatchman.
Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
Choirboy	If the Demon kills the King, you learn which player is the Demon. [+the King]
Mayor	If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.
Poppy Grower	Minions & Demons do not know each other. If you die, they learn who each other are that night.
Plague Doctor	When you die, the Storyteller gains a Minion ability.
Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
Mutant	If you are "mad" about being an Outsider, you might be executed.
Mezephales	You start knowing a secret word. The 1st good player to say this word becomes evil that night.
Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
Wizard	Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.
Leech	Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

Chats
Edd, Dummy, Jams

Potion Shop
Tower
Cathedral
Campfire
Riverside

Request Private Chat

so tell me about rock bands and stray gods

How does it work with cere madness

this is a terrible idea. is the next character ability "we have run out of ideas"?

if they're cere mad, sucks to suck

die

How does it combine with Cerenovus?

@AnDagda I'm sure edd will explain

If a player is mad as a fresh character during their nomination, they might not die if executed today.



VENTRILLOQUIST

Jams ... Dum... Pub... 34

Public announcement

