

Onion Pies 洋葱派



钟楼剧本博物馆
美术设计

善良阵营·镇民

海外版“笑匠”快速上手剧本

剧本作者: Tej

支持7-15人



洗衣妇

在你的首个夜晚，你会得知两名玩家和一个**镇民角色**：这两名玩家之一是该角色。



图书管理员

在你的首个夜晚，你会得知两名玩家和一个**外来者角色**：这两名玩家之一是该角色。（或者你会得知没有**外来者**在场）



厨师

在你的首个夜晚，你会得知场上邻座的**邪恶玩家**有多少对。



贵族

在你的首个夜晚，你会得知三名玩家：其中有且只有一名玩家是**邪恶**的。



小精灵

在你的首个夜晚，你会得知一个在场的**镇民角色**。如果你“**疯狂**”地证明你是该角色，当他**死亡**时你获得该角色的能力。



共情者

每个夜晚，你会得知与你邻近的两名**存活**的玩家中**邪恶玩家**的数量。



占卜师

每个夜晚，你要选择两名玩家：你会得知他们之中是否有**恶魔**。会有一名**善良玩家**始终被你的能力当作“**恶魔**”（**干扰项**）。



僧侣

每个夜晚*，你要选择除你以外的一名玩家：当晚**恶魔**的**负面能力**对他无效。



猎手

每局游戏限一次，你可以在白天时公开选择一名玩家，如果他是**恶魔**，他**死亡**。



食人族

你拥有上个**死于处决**的玩家的能力。如果该玩家属于**邪恶阵营**，你**中毒**直到下个**善良玩家死于处决**。



贞洁者

当你**首次被提名**时，如果提名你的玩家是**镇民**，他立刻被**处决**。



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。



士兵

恶魔的**负面能力**对你无效。



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



酒鬼

你不知道你是**酒鬼**。你以为你是一个**镇民角色**，但其实你不是。



陌客

你可能会被当作**邪恶阵营**、**爪牙角色**或**恶魔角色**，即使你**已死亡**。

（相克规则：如果陌客被食人魔当作邪恶阵营，食人魔会得知自己转变为邪恶。）



食人魔

在你的首个夜晚，你要选择除你以外的一名玩家：你转变为他的阵营，即使你已**醉酒**或**中毒**，但你不知道你转变后的阵营。



圣徒

如果你**死于处决**，你的阵营落败。

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**。



间谍

每个夜晚，你都能查看**魔典**。你可能会被当作**善良阵营**、**镇民角色**或**外来者角色**，即使你**已死亡**。

（相克规则：间谍必定被食人魔当作邪恶阵营。）



男爵

会有额外的**外来者**在场。[+2 外来者]



提线木偶

你以为你是一个**善良角色**，但其实你不是。**恶魔**会知道你是**提线木偶**。[提线木偶会与**恶魔**邻座]



红唇女郎

如果**大于等于五名玩家存活**时（旅行者不计算在内）**恶魔死亡**，你变成那个**恶魔**。

邪恶阵营·恶魔

旅行者



小恶魔

每个夜晚*，你要选择一名玩家：他**死亡**。如果你以这种方式**自杀**，一名**爪牙**会变成**小恶魔**。



笑匠

每个白天，公开选择一名玩家：一名除他以外的玩家在今晚改变角色。

疯狂

当你陷入“**疯狂**”时，意味着你需要向其他玩家有**诚意**且**努力**的证明某件事情，如不这么做会受到**惩罚**。

中毒/醉酒

中毒的玩家会失去能力，但会认为自己仍具有能力，**说书人**会做出这些玩家仍然具有能力的行为。如果**中毒**玩家的角色能力会给他提供信息，**说书人**可能会给出**错误信息**，**中毒**的玩家不会得知自己**中毒**。**醉酒**同理。

*代表
非首个夜晚

The Pandemonium Institute

Blood on the Clocktower // Cheeky Secret Character Reveal Part 3

ONION PIES BY TEJ

TOWNSFOLK

- Noble**: You start knowing 3 players, 1 and only 1 of which is evil.
- Chef**: You start knowing how many pairs of evil players there are.
- Washerwoman**: You start knowing that 1 of 2 players is a particular Townsfolk.
- Librarian**: You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
- Pixie**: You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
- Empath**: Each night, you learn how many of your 2 alive neighbors are evil.
- Fortune Teller**: Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

OUTSIDERS

- Ogre**: On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.
- Saint**: If you die by execution, your team loses.

MINIONS

- Poisoner**: Each night, choose a player: they are poisoned tonight and tomorrow day.
- 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]

JINXES / DEMONS

- Imp**: Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
- Recluse & Ogre**: If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.
- Spy & Ogre**: The Spy registers as evil to the Ogre.

Player	Role
Ben	DJINN
Jams	she/they
Mara Joy	she/her
Ellen	She/ Her
Dave B	He / Him
Alejo	they/them
Kyra	she/him
Beardy	He/Him
Ekin	he/him
Edd	He/Him
JC	He/Him
Anna	she/her
Bruce	He/him
Malakai	She/They
Samantha	she/her

Chat Log:

- @jamesjimmyhopkins Cacklejack
- @jamesjimmyhopkins it's Cacklejack
- Have a safe flight Ben
- @boomjamsie It could technically bounce to a dead player but that's no fun

04:08:45

MAJOR

PIXIE

Kyra to Alejo: you crazy son of a bitch
 Kyra to Alejo: you did it
 Kyra to Alejo: they didn't account for there being a real mayor
 [TP] Alejo to Kyra: I think my team wins either way

04:09:53

In 10 minutes

0 / 2 trawlers alive

BOTC Online

ThePandemoniumInstitute

Blood on the Clocktower // Cheeky Secret Character Reveal Part 3

ONION PIES BY TEJ

TOWNSFOLK	OUTSIDERS	MINIONS	JINXES DEMONS
Noble You start knowing 3 players, 1 and only 1 of which is evil. Chef You start knowing how many pairs of evil players there are. Washerwoman You start knowing that 1 of 2 players is a particular Townsfolk. Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) Pixie You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die. Empath Each night, you learn how many of your 2 alive neighbors are evil. Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.	Monk Each night*, choose a player (not yourself); they are safe from the Demon tonight. Slayer Once per game, during the day, publicly choose a player: if they are the Demon, they die. Soldier You are safe from the Demon. Ravenkeeper If you die at night, you are woken to choose a player: you learn their character. Virgin The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately. Cannibal You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution. Mayor If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.	Ogre On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned. Saint If you die by execution, your team loses. Poisoner Each night, choose a player: they are poisoned tonight and tomorrow day. 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]	Imp Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp. Recluse & Ogre If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil. Spy & Ogre The Spy registers as evil to the Ogre.

Chat Log:

- @jamesjimmyhopkins Cacklejack
- JAYBRO_CA @jamesjimmyhopkins it's Cacklejack
- HAVE A SAFE FLIGHT BEN
- PINKYSHY @boomjamsie It could technically bounce to a dead player but that's no fun

Game Chat:

- Kyra to Alejo: you crazy son of a bitch
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In 04:09:53
0 / 2 trawlers alive
BOTC Online - Spring 2021

[illegible][illegible][illegible]

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洋葱派

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剧本作者：Tej

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



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