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Create a Blood on the Clocktower Script

This script was made to be played with the God of Ug Loric. We chose to do this because of our friend group's enjoyment of the game Poetry for Neanderthals, a game where the clue giver can only speak with one syllable words. With this in mind, one of the main goals of this script is to have roles where being unable to use multisyllabic words feels like a harsh restriction. There are also some roles that are meant to create chaotic moments where players will want to speak.

It would help to discuss the evil team first. There are 3 possible demons, the Pukka, Po and Yaggababble. The Po and Yaggababble both have the ability to kill a variable amount of players while the Pukka adds the possibility of some poisoning to have occurred. This allows the other two to act like the Pukka to try to convince the good team that there is some misinformation. Minions went through the most changes while creating this script, but we ended with the combination with the Godfather and Assassin, which can kill to create some confusion as to what type of demon there is. The Yaggababble is the demon most affected by the God of Ug hat, which may prevent them from being able to say their phrase if they try to keep the hat. The Goblin and Cerenovus minions are meant to sow a bit more chaos into the game.

In order to compete with the evil team's high killing potential, the good team has a lot of information gathering potential. The outsiders allow for a bit more misinformation to be introduced, primarily through the recluse and puzzle master. There is also the Hermit as it just seemed like a funny role. The townsfolk have a lot of possible ways to gain information but almost all in ways that the God of Ug hat hinders. Many of the roles are encouraged to say player names or roles aloud or to ask questions in order to gain information, which are meant to be difficult with single syllable words.

Overall, this script is meant to create a fun and chaotic environment where most of the players would feel heavily affected by the effects of the God of Ug hat. This feeling was achieved by making each of the teams quite strong, while focusing on the roles that are incentivized to speak publicly.

God of Ug

by Alex Limoco and Joshua Hernandez-Naranjo

Djinn

TOWNSFOLK

Steward
You start knowing 1 good player.

Chef
You start knowing how many pairs of evil players there are.

Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Cult Leader
Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.

Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.

Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help your team win.

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.

OUTSIDERS

Hermit
You have all Outsider abilities. **[-0 or -1 Outsider]**

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Zealot
If there are 5 or more players alive, you must vote for every nomination.

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINIONS

Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.