One Night Ultimate Clocktower v1.1.0 *by Howezy*

Doomsayer Djinn

TOWNSFOLK

Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.

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.)

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

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

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.

Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

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

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

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

OUTSIDER

Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION

Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

Baron
There are extra Outsiders in play. [+2 Outsiders]

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

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

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

Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. Marionette
7. Preacher
8. Fearmonger
9. Pukka
10. Huntsman
11. Damsel
12. Washerwoman
13. Librarian
14. Chef
15. Butler
16. Clockmaker
17. Dreamer
18. Seamstress
19. Nightwatchman
20. Leviathan
21. Dawn

FABLED, JINXES & LORIC

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

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.

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Preacher
4. Fearmonger
5. Lunatic
6. Pukka
7. Huntsman
8. Damsel
9. Dreamer
10. Seamstress
11. Nightwatchman
12. Butler
13. Leviathan
14. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D
Dusk
Start the Night Phase.

2 M
Minion Info
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D
Demon Info
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5
Lunatic
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7
Preacher
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

8
Fearmonger
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

9
Pukka
The Pukka points to a player. That player is poisoned.

10
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

13
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

14
Chef
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

15
Butler
The Butler points to a player. Mark that player as 'Master'.

16
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

17
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

19
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

20
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

21 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

8 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

9 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

10 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

12 **Butler**
The Butler points to a player. Mark that player as 'Master'.

13 **Leviathan**
Change the Leviathan Day reminder for the next day.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.