One Night Wonder v1.0.5 *by Blackvision*

Toymaker · Sentinel · Doomsayer · Fibbin · Djinn

TOWNSFOLK



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Alchemist
You have a not-in-play Minion ability.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



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



Pacifist
Executed good players might not die.



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.

OUTSIDER



Tinker
You might die at any time.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Plague Doctor
When you die, the Storyteller gains a Minion ability.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

One Night Wonder — by Blackvision

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Godfather
6. Empath
7. Fortune Teller
8. Grandmother
9. Bounty Hunter
10. Dawn

FABLED, JINXES & LORIC

Alchemist & Summoner

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

FABLED

Toymaker
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

Doomsayer
If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

Fibbin
Once per game, 1 good player might get incorrect information.

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

RECOMMENDED TRAVELLERS

Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Gangster
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Lycanthrope
4. Shabaloth
5. Po
6. Al-Hadikhia
7. Assassin
8. Godfather
9. Gossip
10. Tinker
11. Moonchild
12. Grandmother
13. Empath
14. Fortune Teller
15. Bounty Hunter
16. 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

One Night Wonder — by Blackvision

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		**Alchemist** Show the Alchemist a not-in-play Minion token
5		**Godfather** Show each of the Outsider tokens in play.
6		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
8		**Grandmother** Show the marked character token. Point to the marked player.
9		**Bounty Hunter** Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

One Night Wonder — by Blackvision

1 **Dusk**
Start the Night Phase.

2 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

3 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

4 **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

5 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

6 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

7 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10 **Tinker**
The Tinker might die.

11 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

12 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

13 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

14 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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