One and Done v1.0.0 *by Miles 2 Go*

Djinn

TOWNSFOLK



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



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



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Fool
The first time you die, you don't.



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Knight
You start knowing 2 players that are not the Demon.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Steward
You start knowing 1 good player.



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

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.



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



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

MINION



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]



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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

DEMON



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Marionette
6. Engineer
7. Lleech
8. Librarian
9. Investigator
10. Chef
11. Grandmother
12. Clockmaker
13. Noble
14. Dawn

FABLED, JINXES & LORIC

Legion & Summoner
If Legion is summoned, all evil players become Legion.

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Summoner & Clockmaker
The Summoner registers as the Demon to the Clockmaker.

Legion & Engineer
If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

Summoner & Engineer
If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Heretic & Lleech
Only 1 jinxed character can be in play.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Engineer
3. Scarlet Woman
4. Lunatic
5. Legion
6. No Dashii
7. Vortox
8. Lleech
9. Grandmother
10. Juggler
11. 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  **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.

5  **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.

6  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

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

9  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

11  **Grandmother**
Show the marked character token. Point to the marked player.

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

13  **Noble**
Point to 3 players including one evil player, in no particular order.

14 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 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3 
Scarlet Woman
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 
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.

5 
Legion
Choose a player, that player dies.

6 
No Dashii
The No Dashii points to a player. That player dies.

7 
Vortox
The Vortox points to a player. That player dies.

8 
Lleech
The Lleech points to a player. That player dies.

9 
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

10 
Juggler
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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