Everything has a price v1.0.0 *by KUSH*

Djinn

TOWNSFOLK



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



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



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 neighbours are evil.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



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



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



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



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

OUTSIDER



Saint
If you die by execution, your team loses.



Mutant
If you are "mad" about being an Outsider, you might be executed.



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



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

MINION



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



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.



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



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lleech
6. Godfather
7. Devil's Advocate
8. Cerenovus
9. Pukka
10. Pixie
11. Huntsman
12. Damsel
13. Investigator
14. Empath
15. Grandmother
16. Dreamer
17. General
18. Dawn

FABLED, JINXES & LORIC

Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Gambler
4. Devil's Advocate
5. Cerenovus
6. Exorcist
7. Zombuul
8. Pukka
9. Po
10. Lleech
11. Godfather
12. Gossip
13. Huntsman
14. Damsel
15. Moonchild
16. Grandmother
17. Empath
18. Dreamer
19. General
20. 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		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5		**Lleech** The Lleech points to a player. Place the Poisoned reminder token.
6		**Godfather** Show each of the Outsider tokens in play.
7		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
9		**Pukka** The Pukka points to a player. That player is poisoned.
10		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
11		**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.
12		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
14		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		**Grandmother** Show the marked character token. Point to the marked player.
16		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
17		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
4. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5. **Cerenovus**
   The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
6. **Exorcist**
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **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
10. **Lleech**
    The Lleech points to a player. That player dies.
11. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
12. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13. **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.
14. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
15. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
16. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
17. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
18. **Dreamer**
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
19. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.