



# Charged Dinner - First Night

by malvora.



**Dusk** | None



**Minion Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



**Demon Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play.



**Hostage**

Replace the character token of one of the Hostage's good neighbors with an evil character token. Wake that player and show them the YOU ARE info token then their evil character token, then the YOU ARE info token then a thumbs down. If the Hostage already neighbors an evil player, instead change the character of any good player.



**Slanderer**

The Slanderer chooses a player.



**Guvna**

The Guvna chooses a player (not themselves).



**Whiteworth**

The Whiteworth chooses three players.



**Madman**

Point to a good player.



**Inquisitor**

Show the character tokens of a Minion and a Demon, one of which is in play.



**Flirt**

Show the character token of an in-play Outsider.



**Postman**

Give a finger signal.



**Sleuth**

The Sleuth chooses a player. If they are a Minion, nod and stop waking them the following nights.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.





# Charged Dinner - Other Nights

by malvora.



**Dusk** | Check that all eyes are closed. Some travellers act.



**Slanderer** | The Slanderer chooses a player.



**Countess** | If the Countess nominated today, she may choose to use her ability.



**Guvna** | The Guvna chooses a player. If their leverage lives, that player dies, even if for some reason they could not. Else, they just die.



**Whiteworth** | Targeted players who nominated today die. If none of the targeted players nominated, all three die. If all three or none nominated, the Whiteworth doesn't wake. Else, the Whiteworth chooses three players.



**The Lady** | The Lady chooses a player.



**Donnar** | The Donnar chooses a player. If they died, wake that player and show them the YOU ARE token and a thumbs down.



**Nightmare** | The Nightmare might choose a player. If the chosen player died, wake a good player and show them a non-Demon player.



**Doctor** | Show the Doctor all the players who will die tonight. The Doctor might choose a player. That player won't die.



**Clairvoyant** | If the Demon killed the Clairvoyant, prepare a modified version of the Grimoire. Wake the Clairvoyant and show them this Grimoire. Restore the original state of the Grimoire.



**Sleuth** | The Sleuth chooses a player. If they are a Minion, nod and stop waking them the following nights.



**Socialite** | If the Socialite nominated today, show them the character of one of the neighbors of the player they nominated.



**Maiden** | If the Maiden was nominated for the first time today, players of the same alignment as the nominater don't wake tonight. Skip over them in the night order.



**Groundskeeper** | Give a finger signal.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.