Charging Station v1.0.0 *by Andrew*

Djinn

TOWNSFOLK



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



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Flowergirl
Each night*, you learn if a Demon voted today.



Oracle
Each night*, you learn how many dead players are evil.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



Soldier
You are safe from the Demon.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Tinker
You might die at any time.



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



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



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINION



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



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poisoner
5. Godfather
6. Evil Twin
7. Pixie
8. Investigator
9. Dawn

FABLED, JINXES & LORIC

Recluse & Sage

The Recluse might register as the Demon to the Sage.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Monk
6. Po
7. Assassin
8. Godfather
9. Gossip
10. Barber
11. Sage
12. Tinker
13. Moonchild
14. Ravenkeeper
15. Flowergirl
16. Oracle
17. 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  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Godfather**
Show each of the Outsider tokens in play.

6  **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

7  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

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

5  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6  **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

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  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

11  **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

12  **Tinker**
The Tinker might die.

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

14  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

15  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

16  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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