Dusk in the House of the Damned

by Shade (Shadowqueer) Bootlegger Sentinel Djinn

TOWNSFOLK



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



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



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



Village Idiot
Each night, choose a player: you learn their alignment. **[+0 to +2 Village Idiots. 1 of the extras is drunk]**



King
Each night, if the dead equal or outnumber the living, you learn 1 alive character. The Demon knows you are the King.



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



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



Alchemist
You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Farmer
When you die at night, an alive good player becomes a Farmer.



Choirboy
If the Demon kills the King, you learn which player is the Demon. **[+the King]**



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDERS



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



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

MINIONS



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



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



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

DEMONS



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. **[+1 Minion]**



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



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

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* Not the first night

FIRST NIGHT

- Dusk
- Alchemist
- Poppy Grower
- Magician
- Minion Info
- Lunatic
- Demon Info
- King
- Lil' Monsta
- Wizard
- Harpy
- Pixie
- Huntsman
- Damsel
- Noble
- Village Idiot
- Ogre
- General
- Dawn

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

If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

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

Bootlegger
This script has homebrew characters or rules.

RECOMMENDED TRAVELLERS

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Deviant
If you were funny today, you cannot die by exile.

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

OTHER NIGHTS

- Dawn
- General
- King
- Village Idiot
- Farmer
- Damsel
- Huntsman
- Choirboy
- Lil' Monsta
- No Dashii
- Imp
- Legion
- Lunatic
- Scarlet Woman
- Harpy
- Wizard
- Poppy Grower
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Alchemist	Show the **YOU ARE** info token and a Minion token.
Poppy Grower	Skip Minion Info and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Magician	During Minion Info, point to the Magician and the Demon. During Demon Info, point to the Magician and the Minions.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
King	Wake the Demon: Show the **THIS PLAYER IS** & King tokens, then point to the King.
Lil' Monsta	Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens.
Wizard	Do whatever needs to be done to satisfy the Wizard's ability.
Harpy	The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.
Pixie	Show the Townsfolk character token marked **MAD**.
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.
Noble	Point to the 3 players marked **KNOW**.
Village Idiot	If there are multiple Village Idiots, mark one as **DRUNK**. ● Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
Ogre	The Ogre chooses a player. ●
General	Give a thumb signal.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poppy Grower	If the Poppy Grower died today or tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.
Wizard	Do whatever needs to be done to satisfy the Wizard's ability.
Harpy	The Harpy chooses 2 players. ● ● Put the Harpy to sleep. Wake the 1st target. Show the **THIS CHARACTER SELECTED YOU** token, the Harpy token, then point to the 2nd target.
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
Legion	A player might die. ●
Imp	The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.
No Dashii	The No Dashii chooses a player. ●
Lil' Monsta	Wake the Minions. They choose a player. ● Put the Minions to sleep. Wake the target. Show the **YOU ARE** & Lil' Monsta tokens. A player might die. ●
Choirboy	If the Demon killed the King, point to the Demon player.
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.
Farmer	If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.
Village Idiot	Wake the Village Idiots one at a time to choose a player. Give a thumb signal.
King	If the dead equal or outnumber the living, show the character token of a living player.
General	Give a thumb signal.
Dawn	Wait for a few seconds. End the Night Phase.

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