

# Dusk in the House of the Damned 2.4 *by Shade*

## 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 who you are.



### Fisherman

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



### Huntsman

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



### Alchemist

You have a not-in-play Minion ability.



### Farmer

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



### Magician

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



### Choirboy

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



### Poppy Grower

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



### Cannibal

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

## 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.



### Damsel

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



### 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.

## MINIONS



### Cerenovus

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



### Goblin

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



### Fearmonger

Each night, choose a player: if you nominate & execute them, their team loses. All players know if you choose a new player.



### 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]



### Imp

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



### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



### Legion

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



The Cerenovus may choose to make a player mad that they are the Goblin.



Each night, the Magician chooses a Minion: if that Minion & Lil' Monsta are alive, that Minion babysits Lil' Monsta.



If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.



If there are 5 or more players alive and the player holding the Lil' Monsta token dies, the Scarlet Woman is given the Lil' Monsta token tonight.