



Nusk in the House of the Damned

by Shade (Shadowqueer)

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.



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.



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.)



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]



- Ignore the Legion/Magician Jinx

- If the Cannibal eats the drunk Village Idiot, the Cannibal is drunk

- If the Poppy Grower dies while poisoned, their ability still functions.

* Not the first night

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Fabled & Loric



Djinn



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



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



Bootlegger

- Ignore the Legion/Magician Jinx
- If the Cannibal eats the drunk Village Idiot, the Cannibal is drunk
- If the Poppy Grower dies while poisoned, their ability still functions.



Sentinel

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

Travellers



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



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.



FIRST NIGHT

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