# Dusk at Cawsway Hill Hotel v1.0.0 *by Galexy*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



### Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



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



### Town Crier
Each night*, you learn if a Minion nominated today.



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



### Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



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

## OUTSIDER



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



### Snitch
Minions start knowing 3 not-in-play characters.



### Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



### Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

## MINION



### Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



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



### Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



### Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

## DEMON



### Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# Quick Reference

*Dusk at Cawsway Hill Hotel — by Galexy*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Snitch
6. Marionette
7. Pukka
8. Pixie
9. Huntsman
10. Damsel
11. Amnesiac
12. Nightwatchman
13. Dawn

## FABLED, JINXES & LORIC

**Marionette & Huntsman**

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Pukka
4. Vigormortis
5. Huntsman
6. Damsel
7. Amnesiac
8. Town Crier
9. Oracle
10. Juggler
11. Nightwatchman
12. 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  **Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

6  **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

7  **Pukka**
The Pukka points to a player. That player is poisoned.

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

9  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

# Other Nights

*Dusk at Cawsway Hill Hotel — by Galexy*

1 D **Dusk**
Start the Night Phase.

2  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

4  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

5  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

6  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

7  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8  **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

10  **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

11  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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