# The Duchess' House Party v1.0.0 *by Dave's Girlfriend*

Duchess

## TOWNSFOLK



### Steward
You start knowing 1 good player.



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



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



### Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



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



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



### 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.



### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Tea Lady
If both your alive neighbours are good, they can't die.



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



### Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



### Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

## MINION



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



### Baron
There are extra Outsiders in play. [+2 Outsiders]



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

## DEMON



### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



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



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

# Quick Reference

*The Duchess' House Party — by Dave's Girlfriend*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. King
6. Sailor
7. Lleech
8. Courtier
9. Witch
10. Butler
11. Noble
12. Dawn

## FABLED, JINXES & LORIC

### FABLED

**Duchess**
Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

### RECOMMENDED TRAVELLERS

**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Matron**
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Courtier
4. Innkeeper
5. Gambler
6. Witch
7. Scarlet Woman
8. Lunatic
9. Imp
10. Vigormortis
11. Lleech
12. Assassin
13. Gossip
14. Choirboy
15. King
16. Butler
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**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Lunatic**<br>If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers. |
| 5 |  | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 6 |  | **Sailor**<br>The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
| 7 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 8 |  | **Courtier**<br>The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
| 9 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 10 |  | **Butler**<br>The Butler points to a player. Mark that player as 'Master'. |
| 11 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 12 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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

2 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

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

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

9 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

10 **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.

11 **Lleech**
The Lleech points to a player. That player dies.

12 **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.

13 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

14 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

15 **King**
If there are more dead than living, show the King a character token of a living player.

16 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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