Dressed for Success v1.0.0 *by Rad*

Djinn

TOWNSFOLK



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



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Flowergirl
Each night*, you learn if a Demon voted today.



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



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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



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

OUTSIDER



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



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



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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

MINION



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

DEMON



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



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.



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lleech
5. Courtier
6. Huntsman
7. Damsel
8. Washerwoman
9. Grandmother
10. Seamstress
11. Noble
12. Bounty Hunter
13. Dawn

FABLED, JINXES & LORIC

Al-Hadikhia & Princess

If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

Vizier & Courtier

If the Vizier loses their ability, they learn this, and cannot die during the day.

Vizier & Politician

The Politician might register as evil to the Vizier.

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Scarlet Woman
5. No Dashii
6. Al-Hadikhia
7. Lleech
8. Barber
9. Huntsman
10. Damsel
11. Moonchild
12. Grandmother
13. Flowergirl
14. Seamstress
15. Bounty Hunter
16. 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 
Lleech
The Lleech points to a player. Place the Poisoned reminder token.

5 
Courtier
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.

6 
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.

7 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

8 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

9 
Grandmother
Show the marked character token. Point to the marked player.

10 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11 
Noble
Point to 3 players including one evil player, in no particular order.

12 
Bounty Hunter
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

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

Other Nights

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

2 **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.

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

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

5 **No Dashii**
The No Dashii points to a player. That player dies.

6 **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

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

8 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new 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**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

11 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

12 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

13 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

14 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

15 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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