Dress For the Job You Want v1.0.0 *by Dominic*

God of Ug · Ventriloquist · Big Wig · Fibbin · Angel · Djinn

TOWNSFOLK



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



Chef
You start knowing how many pairs of evil players there are.



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]



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



Soldier
You are safe from the Demon.



Fool
The first time you die, you don't.



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



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

OUTSIDER



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



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

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



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



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



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. Philosopher
5. Magician
6. Godfather
7. Witch
8. Damsel
9. Chef
10. Grandmother
11. Bounty Hunter
12. Spy
13. General
14. 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.



Magician & Vizier

If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.



Magician & Spy

When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.



Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.



Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.



Bounty Hunter & Philosopher

If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.



Spy & Damsel

If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED



Fibbin

Once per game, 1 good player might get incorrect information.



Angel

Something bad might happen to whoever is most responsible for the death of a new player.



Djinn

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

LORIC



God of Ug

One Ug hat. When wear Ug hat, must speak one sound at a time but vote twice. If fail, pass Ug hat.



Ventriloquist

If a player is mad as a fresh character during their nomination, they might not die if executed today.



Big Wig

Each nominee chooses a player: until voting, only they may speak & they are mad the nominee is good or they might die.

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.



Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Deviant

If you were funny today, you cannot die by exile.



Gnome

All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Monk
4. Witch
5. Exorcist
6. Al-Hadikhia
7. Godfather
8. Sweetheart
9. Damsel
10. Moonchild
11. Grandmother
12. Bounty Hunter
13. Spy
14. General
15. Dawn



Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

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		**Magician**
6		**Godfather** Show each of the Outsider tokens in play.
7		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
8		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
9		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		**Grandmother** Show the marked character token. Point to the marked player.
11		**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.
12		**Spy** Show the Grimoire to the Spy for as long as they need.
13		**General** Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14	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 **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 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

8 **Sweetheart**
Choose a player that is drunk.

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

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

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

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

13 **Spy**
Show the Grimoire to the Spy for as long as they need.

14 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

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