# Where is the Evil v1.0.0 *by Jayify*

Djinn

## TOWNSFOLK

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

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

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

### Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

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

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

### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

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

### Farmer
If 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]

### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

### Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

### Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## OUTSIDER

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

### Recluse
You might register as evil & as a Minion or Demon, even if dead.

### 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.

## MINION

### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

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

## DEMON

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

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

### 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

*Where is the Evil — by Jayify*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Snitch
6. Lunatic
7. King
8. Marionette
9. Fearmonger
10. Pukka
11. Seamstress
12. Noble
13. Bounty Hunter
14. Nightwatchman
15. D — Dawn

## FABLED, JINXES & LORIC

**Mastermind & Vigormortis**

A Mastermind that has their ability keeps it if the Vigormortis dies.

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

**Gunslinger**

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

**Harlot**

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

**Scapegoat**

If a player of your alignment is executed, you might be executed instead.

**Deviant**

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

## OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Fearmonger
4. Lunatic
5. Imp
6. Pukka
7. No Dashii
8. Vigormortis
9. Choirboy
10. Farmer
11. Seamstress
12. King
13. Bounty Hunter
14. Nightwatchman
15. D — 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

*Where is the Evil — by Jayify*

| | | |
|---|---|---|
| 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 | | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 5 | | **Snitch**<br>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 | | **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. |
| 7 | | **King**<br>Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player. |
| 8 | | **Marionette**<br>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. |
| 9 | | **Fearmonger**<br>The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability. |
| 10 | | **Pukka**<br>The Pukka points to a player. That player is poisoned. |
| 11 | | **Seamstress**<br>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. |
| 12 | | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 13 | | **Bounty Hunter**<br>Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign. |
| 14 | | **Nightwatchman**<br>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. |
| 15 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*Where is the Evil — by Jayify*

1 **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4 **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.

5 **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.

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

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

8 **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.

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

10 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

11 **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.

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

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

14 **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.

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