

TOWNSFOLK



Bounty Hunter

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



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Empath

Each night, you learn how many of your 2 alive neighbours are evil.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Oracle

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



Philosopher

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



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



Pacifist

Executed good players might not die.



Farmer

If you die at night, an alive good player becomes a Farmer.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Butler

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



Politician

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



Recluse

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

MINION



Mezephheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Godfather

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



Marionette

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

DEMON



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Imp

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



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.



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Quick Reference

Evil is Hiring! — by Yuxuan

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Philosopher**
- 5  **Marionette**
- 6  **Engineer**
- 7  **Leech**
- 8  **Snake Charmer**
- 9  **Godfather**
- 10  **Mezephheles**
- 11  **Empath**
- 12  **Butler**
- 13  **Dreamer**
- 14  **Bounty Hunter**
- 15  **Cult Leader**
- 16  **Dawn**

FABLED, JINXES & LORIC

-   **Pit-Hag & Goon**
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.
-   **Bounty Hunter & Philosopher**
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.
-   **Pit-Hag & Cult Leader**
If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.
-   **Pit-Hag & Politician**
If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.
- FABLED**
-  **Spirit of Ivory**
There can't be more than 1 extra evil player.
-  **Djinn**
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

- 1  **Dusk**
- 2  **Philosopher**
- 3  **Engineer**
- 4  **Snake Charmer**
- 5  **Pit-Hag**
- 6  **Mezephheles**
- 7  **Lycanthrope**
- 8  **Imp**
- 9  **Fang Gu**
- 10  **No Dashii**
- 11  **Leech**
- 12  **Godfather**
- 13  **Farmer**
- 14  **Empath**
- 15  **Dreamer**
- 16  **Oracle**
- 17  **Bounty Hunter**
- 18  **Cult Leader**
- 19  **Butler**
- 20  **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		Dusk Start the Night Phase.
2		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		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		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.
6		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
7		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
9		Godfather Show each of the Outsider tokens in play.
10		Mezepheles Show the Mezepheles their secret word.
11		Empath Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12		Butler The Butler points to a player. Mark that player as 'Master'.
13		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
14		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.
15		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
16		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		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		Engineer The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
4		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
5		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
6		Mezepheles Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		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.
9		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
10		No Dashii The No Dashii points to a player. That player dies.
11		Lleech The Lleech points to a player. That player dies.
12		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
13		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.
14		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
15		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token: one of these is correct.
16		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
17		Bounty Hunter If the known evil player has died, point to another evil player.
18		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
19		Butler The Butler points to a player. Mark that player as 'Master'.
20		Dawn Wait for a few seconds. End the Night Phase.