Hailstorm v1.0.0 *by Numerical*

TOWNSFOLK



Steward
You start knowing 1 good player.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



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



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

OUTSIDER



Mutant
If you are "mad" about being an Outsider, you might be executed.



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



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



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

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4.  Damsel
5.  Librarian
6.  Empath
7.  Dreamer
8. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2.  Vortox
3.  Damsel
4.  Empath
5.  Dreamer
6.  Flowergirl
7. 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

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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		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
5		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
6		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
7		**Dreamer** The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
8	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  **Vortox**
The Vortox points to a player. That player dies.

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

4  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

5  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

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