Who Are The Electors? v1.0.0 *by Prismal*

Djinn

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]



King

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



Cult Leader

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



Flowergirl

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



Town Crier

Each night*, you learn if a Minion nominated today.



Undertaker

Each night*, you learn which character died by execution today.



Slayer

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



Princess

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



Cannibal

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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Banshee

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



Mayor

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



Virgin

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

OUTSIDER



Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Politician

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



Zealot

If there are 5 or more players alive, you must vote for every nomination.

MINION



Witch

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



Fearmonger

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



Boomdandy

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



Vizier

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

DEMON



Kazali

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



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

Who Are The Electors? — by Prismal

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Witch
6. Fearmonger
7. Bounty Hunter
8. Cult Leader
9. Dawn

FABLED, JINXES & LORIC

Cannibal & Princess
If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Legion & Zealot
The Zealot might register as evil to Legion.

Cannibal & Zealot
If the Cannibal gains the Zealot ability, the Cannibal learns this.

Vizier & Zealot
The Zealot might register as evil to the Vizier.

Bounty Hunter & Kazali
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.

Legion & Politician
The Politician might register as evil to Legion.

Vizier & Politician
The Politician might register as evil to the Vizier.

Vizier & Fearmonger
The Vizier wakes with the Fearmonger, learns who they choose and cannot choose to immediately execute that player.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Witch
3. Fearmonger
4. Legion
5. Zombuul
6. Choirboy
7. Undertaker
8. Flowergirl
9. Town Crier
10. King
11. Bounty Hunter
12. Cult Leader
13. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Fearmonger**
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.

7  **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.

8  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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

Other Nights

Who Are The Electors? — by Prismal

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

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

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 **Legion**
Choose a player, that player dies.

5 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

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

7 **Undertaker**
If a player was executed today: Show that player's character token.

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

9 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

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

12 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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