The Baron is Here v1.0.0 *by Nick and Chlo*

Djinn

TOWNSFOLK

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

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

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

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

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

Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.

Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

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

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

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

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

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

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

OUTSIDER

Tinker
You might die at any time.

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

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

MINION

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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

Baron
There are extra Outsiders in play. [+2 Outsiders]

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

DEMON

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

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. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Poisoner
6. Snake Charmer
7. Cerenovus
8. Pixie
9. Amnesiac
10. Chef
11. Dreamer
12. D — Dawn

FABLED, JINXES & LORIC

Cerenovus & Goblin
The Cerenovus may choose to make a player mad that they are the Goblin.

FABLED

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

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poisoner
4. Snake Charmer
5. Cerenovus
6. Pit-Hag
7. Imp
8. Al-Hadikhia
9. Sage
10. Amnesiac
11. Farmer
12. Tinker
13. Dreamer
14. Juggler
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

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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

Poisoner

The Poisoner points to a player. That player is poisoned.

6

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.

7

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8

Pixie

Show the Pixie 1 in-play Townsfolk character token.

9

Amnesiac

Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

10

Chef

Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

11

Dreamer

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

12 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **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.

7 **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.

8 **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.

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **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.

12 **Tinker**
The Tinker might die.

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

14 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

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