All about that base v1.0.0 *by Rad*

TOWNSFOLK



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



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



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Tea Lady
If both your alive neighbours are good, they can't die.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



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



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



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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

OUTSIDER



Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Tinker
You might die at any time.



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



Saint
If you die by execution, your team loses.

MINION



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



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



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



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

DEMON



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



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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. Dusk
2. Minion Info
3. Demon Info
4. Courtier
5. Godfather
6. Cerenovus
7. Investigator
8. Empath
9. Butler
10. Mathematician
11. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

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

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

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Cerenovus
5. Imp
6. Po
7. Vortex
8. Godfather
9. Barber
10. Sage
11. Tinker
12. Empath
13. Butler
14. Mathematician
15. 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		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
5		**Godfather** Show each of the Outsider tokens in play.
6		**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.
7		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
8		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9		**Butler** The Butler points to a player. Mark that player as 'Master'.
10		**Mathematician** Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
11	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  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **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.

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  **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

7  **Vortox**
The Vortox points to a player. That player dies.

8  **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9  **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

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

11  **Tinker**
The Tinker might die.

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

13  **Butler**
The Butler points to a player. Mark that player as 'Master'.

14  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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