

The Praetorium

Potentia. Obliquator. Chaos.

Mechanics

- This setup uses a daystart
- The praetor cannot be lynched, or killed by any means, and will be executed if all cabinet members die
- The praetor is revealed at the start of Day 0
- Cops are guaranteed to be sane
- Cops get results in the form of "Anti-Town", "Town", or "No Result"
- Trackers get results in the form of who their target visited, "nobody", or "No Result"
- Watchers get results in the form of who visited their target, "nobody", or "No Result"
- Doctors prevent one night kill
- Kills are indistinguishable
- There is no receipt of system messages from roleblocking, jailing or protections
- The order of execution of actions is as follows: jail → roleblock → others - actions that come first are not affected by the subsequent ones
- Apostate townies are shown as vanilla townies, and flip as vanilla townies
- Converted members of the Praetorium show up as anti-Town to investigative roles
- A cleric may not kill a member recruited on the same night

Win conditions

The Praetorium

- The Praetorium's goal is not to reach parity with the Town - instead, it is to have every single member alive converted
- However, only a maximum of 5 recruited Praetorium members may win together with the Praetorium. If more than 5 praetor members exist when the Praetorium has full control, the Praetorium cabinet loses

The Deviant Praetorium

- If more than 5 Praetorium members are alive at the end of the game, these 5 (or more) Praetorium members will form their own faction and win. The Praetorium's cabinet together with the praetor will lose

The Town

- The Town's goal is to eliminate and overrule the control of the Praetorium - following which the praetor will be executed
- In order to do so, the Town has to rid all members of the praetor's cabinet other than the praetor themselves
- If they are able to do so, no matter how many recruited Praetorium members are left, Town win

The praetor's cabinet have access to a channel at night which the recruited praetor members do not.

Secret communication may or may not be enabled at night for this game.

Setup Determination

2 Masons
1 Praetor
1 Cleric
1 Quaestor

	A	B	C	D	E
1	Emissary	Apostate Townie	1-Shot Dayshooter	Tracker	Quaestor
2	Watcher	Zealot	Vigilante	Quaestor	Apostate Townie
3	1-Shot Dayshooter	Doctor	Cleric	Jailkeeper	Vigilante
4	Roleblocker	Quaestor	Cop	Zealot	Cop
5	Quaestor	Cop	Tracker	Doctor	Emissary

The setup must contain the roles shown in the first table.

A coin flip determines if an arsonist is present in the setup. The arsonist is always apostate and cannot be converted by the Praetorium.

If an arsonist is present, a row or a column from the table above is selected and the roles are added into the setup.

If an arsonist is absent, two bolded roles and three non-bolded roles in the table are picked and placed into the setup.

The setup is then filled with vanilla townies until the total number of players is 19.

Role PMs

The following DMs are handed out to players when the game starts.

Vanilla Townie

Welcome to the Praetorium. You are a Vanilla Townie.

Abilities:

- You have no abilities other than your vote.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Mason

Welcome to the Praetorium. You are a Town Mason.

Abilities:

- Masons: You and the other mason know each other to be town. During the night, you may communicate.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Tracker

Welcome to the Praetorium. You are a Town Tracker.

Abilities:

- Track: Each night phase, you may target another player in the game to see who they visit that night, showing up as "nobody", or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Watcher

Welcome to the Praetorium. You are a Town Watcher.

Abilities:

- Watch: Each night phase, you may target another player in the game to see who visits them that night, or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Cop

Welcome to the Praetorium. You are a Town Cop.

Abilities:

- Investigate: Once, at night, you may target one player in the game to investigate them. You will receive a result of "Town", "Anti-town", or "No Result".

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Jailkeeper

Welcome to the Praetorium. You are a Town Jailkeeper.

Abilities:

- Jail: Each night phase, you may target one player in the game to jail them. All actions to and from them other than your own will fail for that night. You may not target yourself.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Doctor

Welcome to the Praetorium. You are a Town Doctor.

Abilities:

- Heal: Each night phase, you may target one player in the game to heal them. They will be protected from a single kill. You may not target yourself.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Roleblocker

Welcome to the Praetorium. You are a Town Roleblocker.

Abilities:

- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Vigilante

Welcome to the Praetorium. You are a Town Vigilante.

Abilities:

- Kill: Each night phase, you may target another player in the game to attempt to kill them.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 1-Shot Dayshooter

Welcome to the Praetorium. You are a Town 1-Shot Dayshooter.

Abilities:

- Shoot: Once, during the day, you may publicly shoot a player to kill them. Their role will not be revealed until the end of the day.

Win condition:

- You win when all threats to the town have been eliminated and there is at least one town player alive.

Praetor

Welcome to the Praetorium. You are the Praetor.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Conversion: Each night phase, you may convert a player to turn them into a recruited member of the Praetorium
- Reveal: You are publicly revealed to be the Praetor at the start of the game.
- Invincible: You cannot be killed by any means so long as a member of your cabinet is alive.
- Lynchproof: You cannot be lynched.
- Roleblock and kidnap-proof: You cannot be roleblocked or kidnapped.
- Astral: Your actions cannot be tracked or watched.

Win condition:

- You win when everyone alive is Praetorium-aligned, there are fewer than three recruited Praetorium members, and all secondary threats to the Praetorium have been destroyed.

Cleric

Welcome to the Praetorium. You are a Cleric.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Sacrifice: Every night, you may attempt to kill a recruited member of the Praetorium.

Win condition:

- You win when everyone alive is Praetorium-aligned, there are fewer than three recruited Praetorium members, and all secondary threats to the Praetorium have been destroyed.

Quaestor

Welcome to the Praetorium. You are a Quaestor.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Ordain: Every night, you may ordain a player to prevent them from using their night action, effectively roleblocking them.
- Cloak: You may choose to cloak into any role and be revealed as that role upon your death, unless you are shot by a Dayshooter, in which your true role will be revealed at the end of the day.

Win condition:

- You win when everyone alive is Praetorium-aligned, there are fewer than three recruited Praetorium members, and all secondary threats to the Praetorium have been destroyed.

Emissary

Welcome to the Praetorium. You are an Emissary.

Abilities:

- Factional Communication: Each night phase, you may communicate with your group.
- Impart: Every night, you may impart with a member of the Praetorium to recruit them to a special chat.

Win condition:

- You win when everyone alive is Praetorium-aligned, there are fewer than three recruited Praetorium members, and all secondary threats to the Praetorium have been destroyed.

Zealot

Welcome to the Praetorium. You are a Zealot.

Abilities:

- Foresight (passive): At the beginning of each day, you will learn if the Praetor's recruitment was successful. If the Praetor's recruitment was unsuccessful, you will learn the names of everyone who visited the Praetor's target that night without fail.

Win condition:

- You win when everyone alive is Praetorium-aligned, there are fewer than three recruited Praetorium members, and all secondary threats to the Praetorium have been destroyed.

Arsonist

Welcome to the Praetorium. You are an Arsonist.

Abilities:

- Choice: During the first day, you must choose between being either Investigation Immune or 1-shot Bulletproof. Failing to do so will give you no perks.
- Douse: Every night, you may douse a player in gasoline.
- Ignite: Every night, you may choose to ignite instead, dealing an unstoppable attack to all doused players.
- Apostate: You cannot be converted by the Praetorium.

Win condition:

- You win when you are the last player alive.

Acknowledgements

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