

The following Vortex document is Barista true-

The document ahead is all about Vortex and its odd interactions. On its base script there are not a lot of interactions which cause confusion, but, many experimental characters and characters on the other base scripts can cause some confusion on what exactly happens.

If anything is missing please message me on discord (Username: sh99er) or whomever gave you this document, to message me.

Last updated: 14/03/2025

Vortex Ability:

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

Important notes:

Townsfolk abilities are affected only, regardless of good or evil.

An ability which isn't a townsfolk ability, used by a townsfolk (Philosopher, Alchemist, Cannibal) is **"a townsfolk ability" from the view of the Vortex**

Poisoned/Drunk townsfolk must get false info, drunk and poison does not change this.

"X" character chose you is a mechanical effect, not information, and thus cannot be falsified.

Abbreviations:

Droisoned = Drunk/Poisoned

RAW = Rules As Written - What literally happens due to the logic of the game

RAI = Rules As Intended - What should happen, which might be different than RAW

RAF = Rules As Fun - What is most fun to happen, which can be totally different than RAW

Vortex home script:

S&V does not have many odd interactions, but a few to note-

A Sweetheart/Philo drunk townsfolk must still get false info.

A Snakecharmer is not affected by Vortex in any regard due to being a mechanical ability.

An evil townsfolk (due to barber swap) still gets false information

Savant gets 2 false statements.

Barista true information beats Vortex false information

Vortex elsewhere:

The "Big 3":

Cannibal, Philosopher and Alchemist have the most possibilities, as they can use Outsiders and Minions as "townsfolk abilities" (Philo/Cannibal for Outsiders, Alchemist for Minions)

Alchemist

Alchemist - Learning their character cannot be falsified, as, there is no baseline of in or out of play. This is different to old alchemist, which was forced to learn an inplay minion, regardless of their actual ability.

Minion abilities of note -

Boffin: The Demon learns the wrong ability gained, and the ability actually gained functions as if it was Vortexed (God damn it Boffin).

Cerenovus: RAW the target learns the wrong character to be mad as. RAI this is not a good idea and RAF should be ignored

Evil Twin: The Alchemist learns the wrong character and/or the wrong twin, the twin learns anyone but the alchemist as the evil twin. RAF it's best to ignore Vortex and allow this to work like it normally would.

Godfather: Can learn at least 1 addition, 1 less or 1 different outsider than the actual correct info in order to be "false".

Marionette: The demon is told the wrong player is the alch-marionette.

Mez: Learns the wrong word.

Summoner: Learns 3 characters, at least 1 of which is in-play.

Vizier: RAW the wrong player is announced as Vizier. RAI this is likely wrong and should be ignored

Wizard: Technically any info-based abilities they use should provide false info, however, a wish can bypass this much like changing artist questions to be "Vortex proof"

Philosopher/Cannibal

Philo and Cannibal have nothing special going on at a base-line, they do not tell themselves info or anyone else info immediately, their funky interactions all come from choosing outsiders / eating outsiders. Cannibal can technically gain minion and demon abilities, but would need Pit-hag/Barber swaps/Amnesiac to make them good.

Outsider abilities of note -

Lunatic: The demon learns the wrong player as the Lunatic & learns the wrong choices.

Puzzlemaster: No matter the guess, they cannot get told the demon due to always false.

Snitch: 3 characters are told to the minions, at least 1 of which is in-play.

Confusing Townsfolk:

Amnesiac: RAW the guessing of one's ability is information that must be falsified, RAF it's best to have Amnesiac ignore this, built into its ability or as a general rule

Artist: Technically you can tell someone "I don't know" instead of flipping the info between yes/no, but, you should not. If your actual answer is "I don't know", RAI/RAF it is probably best to allow this to bypass Vortex

Balloonist: Must learn the same character type each night

Cult Leader: learning of turning evil/good cannot be falsified

Exorcist: The demon learns the wrong player as the Exorcist

Fisherman: The advice must not be helpful to winning, however it does not have to be actively detrimental either, just not helpful. RAF it is probably best to give them advice which is flippable, so the info if believed to be Vortexed, can still be of use.

Fortune Teller: Learns it's red herring as a "no" instead of a yes, same for the demon.

General: Just cannot show the actual winning side, does not have to say the opposite alignment is winning.

Gossip: Still kills on true gossips, as this is a mechanical effect not information

Grandmother: Learns the wrong grandchild and/or wrong character. A good player is still their actual grandchild

High Priestess: The player told for them to go talk to must not be the most helpful to talk to, but does not have to be the least helpful.

King: The demon learns the wrong player as the King. Learns out of play or dead characters when gaining information.

Monk: Safe stops a player receiving false info due to the Vortex. The target can however still be drunk, poisoned or affected by misregistration.

Nightwatchman: The target learns the wrong player as the Nightwatchman

Pixie: Learns an out of play townsfolk, the token for who has to die to gain that ability can be placed on anyone. Therefore the Pixie can still gain the ability, despite it not being in-play.

Poppy grower: RAW the evil team learns the wrong members when killed. RAF they should learn their normal evil team.

Traveller + More Shenanigans:

Apprentice: Despite using Townsfolk abilities, they aren't a townsfolk and therefore aren't affected by Vortex. A Cannibal with the Apprentice ability would learn the wrong ability gained.

Beggar: Cannibal with the Beggar ability would learn incorrect alignments of players who gave them their dead vote.

Boffin: The Demon learns the correct ability gained, and it functions as if it was Vortexed (God damn it Boffin).

Drunk/Marionette: Even despite seeing a townsfolk token, they can get true info, as they are not actually a townsfolk

Good Minions/Demons: Cannibal with minion abilities is like an alchemist. Cannibal with a demon ability has all of its abilities not affected by Vortex, except **Yaggababble**, who learns an incorrect phrase.

Gnome: Cannibal with the Gnome ability would have their announced amigo be opposite their alignment, their actual amigo is someone who is their alignment however.

Harlot: Cannibal with the Harlot ability would learn incorrect characters from players.

Spy: The spy can register as a Townsfolk to the Vortex and receive an incorrect grim.

Spy/Recluse: Can cause "true" info due to misreg, such as, eg: A recluse beside an evil can reg as evil, making the chef normally receive a 1, in a Vortex game instead get a 0, which is technically true info.