

I Love Baseless Accusations! v1.5.1 by Maid

TOWNSFOLK



Chef

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



Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



King

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



Town Crier

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



Exorcist

Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Slayer

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



Virgin

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



Choirboy

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



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Cannibal

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

OUTSIDER



Golem

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



Klutz

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



Saint

If you die by execution, your team loses.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINION



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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.



Baron

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

DEMON



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Po

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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortex

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  King
- 5  Lil' Monsta
- 6  Fearmonger
- 7  Chef
- 8  Fortune Teller
- 9  Bounty Hunter
- 10  Chambermaid
- 11  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Fearmonger
- 3  Exorcist
- 4  Po
- 5  No Dashii
- 6  Vortex
- 7  Lil' Monsta
- 8  Choirboy
- 9  Fortune Teller
- 10  Town Crier
- 11  King
- 12  Bounty Hunter
- 13  Chambermaid
- 14  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  **Dusk**
| Start the Night Phase.
- 2  **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  **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  **Lil' Monsta**
| Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.
- 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  **Chef**
| Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
- 8  **Fortune Teller**
| The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
- 9  **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.
- 10  **Chambermaid**
| The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
- 11  **Dawn**
| Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		Exorcist The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
4		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
5		No Dashii The No Dashii points to a player. That player dies.
6		Vortex The Vortex points to a player. That player dies.
7		Lil' Monsta Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.
8		Choirboy If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
9		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
10		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).
11		King If there are more dead than living, show the King a character token of a living player.
12		Bounty Hunter If the known evil player has died, point to another evil player.
13		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
14		Dawn Wait for a few seconds. End the Night Phase.