# Do You Really Want To Kill Me v1.1.0 *by Zeus*

## TOWNSFOLK

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

### 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.

### Oracle
Each night*, you learn how many dead players are evil.

### Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.

### Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.

### Engineer
Once per game, at night, choose which Minions or which Demon is in play.

### Fool
The first time you die, you don't.

### Alchemist
You have a not-in-play Minion ability.

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

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

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

### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

## OUTSIDER

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

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

### Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

### Saint
If you die by execution, your team loses.

## MINION

### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

### Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.

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

## DEMON

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

### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

# Quick Reference

*Do You Really Want To Kill Me — by Zeus*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. King
6. Engineer
7. Lil' Monsta
8. Lleech
9. Devil's Advocate
10. Evil Twin
11. Fearmonger
12. Pukka
13. Pixie
14. Chambermaid
15. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Engineer
3. Gambler
4. Monk
5. Devil's Advocate
6. Fearmonger
7. Pukka
8. Lleech
9. Lil' Monsta
10. Barber
11. Sage
12. Choirboy
13. Moonchild
14. Ravenkeeper
15. Oracle
16. King
17. Chambermaid
18. 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 **Alchemist**
Show the Alchemist a not-in-play Minion token

5 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

6 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

8 **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

9 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

10 **Evil Twin**
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

11 **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.

12 **Pukka**
The Pukka points to a player. That player is poisoned.

13 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

14 **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.

15 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 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 **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.

7 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

8 **Lleech**
The Lleech points to a player. That player dies.

9 **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.

10 **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.

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

12 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

13 **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

14 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

15 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

16 **King**
If there are more dead than living, show the King a character token of a living player.

17 **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.

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