Kill Me, Please! v1.0.0 *by Miles 2 Go*

Djinn

TOWNSFOLK



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



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



Farmer
If you die at night, an alive good player becomes a Farmer.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



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



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Pacifist
Executed good players might not die.



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



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



Undertaker
Each night*, you learn which character died by execution today.

OUTSIDER



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.



Sweetheart
When you die, 1 player is drunk from now on.

MINION



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



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



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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

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.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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. King
5. Lil' Monsta
6. Lleech
7. Godfather
8. Devil's Advocate
9. Fearmonger
10. Spy
11. Dawn

FABLED, JINXES & LORIC

Vortox & Banshee

If the Vortox kills the Banshee, all players learn that the Banshee has died.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Devil's Advocate
4. Fearmonger
5. Lycanthrope
6. No Dashii
7. Vortox
8. Lleech
9. Lil' Monsta
10. Godfather
11. Gossip
12. Sweetheart
13. Sage
14. Choirboy
15. Farmer
16. Moonchild
17. Ravenkeeper
18. Undertaker
19. Oracle
20. King
21. Spy
22. 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 

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 

Lleech

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

7 

Godfather

Show each of the Outsider tokens in play.

8 

Devil's Advocate

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

9 

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.

10 

Spy

Show the Grimoire to the Spy for as long as they need.

11 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4. **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.
5. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
6. **No Dashii**
   The No Dashii points to a player. That player dies.
7. **Vortox**
   The Vortox points to a player. That 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. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
11. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12. **Sweetheart**
    Choose a player that is drunk.
13. **Sage**
    If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
14. **Choirboy**
    If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
15. **Farmer**
    If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
16. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
17. **Ravenkeeper**
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
18. **Undertaker**
    If a player was executed today: Show that player's character token.
19. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
20. **King**
    If there are more dead than living, show the King a character token of a living player.
21. **Spy**
    Show the Grimoire to the Spy for as long as they need.
22. **Dawn**
    Wait for a few seconds. End the Night Phase.