Mean names my stepdad has called me v1.0.0 *by spellbee*

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.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Flowergirl
Each night*, you learn if a Demon voted today.



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



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Tea Lady
If both your alive neighbours are good, they can't die.



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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

OUTSIDER



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



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



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.



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



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Snitch
5. Lunatic
6. Preacher
7. Lleech
8. Evil Twin
9. Witch
10. Pukka
11. Pixie
12. Grandmother
13. Dreamer
14. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Witch
4. Lunatic
5. Imp
6. Pukka
7. Lleech
8. Gossip
9. Grandmother
10. Dreamer
11. Flowergirl
12. Town Crier
13. D — 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  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

8  **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.

9  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

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

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

12  **Grandmother**
Show the marked character token. Point to the marked player.

13  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

14 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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

4 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

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

8 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

9 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

10 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

11 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

12 **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).

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