



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



**Snake Charmer** Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



**Alsaahir** Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



**Huntsman** Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



**Fisherman** Once per game, during the day, visit the Storyteller for some advice to help your team win.

## OUTSIDERS



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



**Damsel** All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS



**Marionette** You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



**Wraith** You may choose to open your eyes at night. You wake when other evil players do.

## DEMONS



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



**Vigormortis** Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



Dusk



Wraith



Minion info



Demon info



Marionette



Snake Charmer



Pixie



Huntsman



Damsel



Dawn

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## ROLE SWAP & CHEESE ...



### JINXES



The Marionette does not learn that a Damsel is in play.



If the Marionette thinks that they are the Huntsman, the Damsel was added.



The Wraith does not wake with the Marionette.



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-  Dawn
-  Oracle
-  Damsel
-  Huntsman
-  Barber
-  Vigormorts
-  Imp
-  Snake Charmer
-  Wraith
-  Dusk

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



Sentinel

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