











TOwnSFOLK

	<b>Pixie</b>	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	<b>Snake Charmer</b>	Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Alsaahir</b>	Each day, if you publicly guess which players are Minion(s) and which are Demon(s) , good wins.
	<b>Huntsman</b>	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	<b>Fisherman</b>	Once per game, during the day, visit the Storyteller for some advice to help your team win.



OUTSIDERS

	<b>Barber</b>	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.
	<b>Damsel</b>	All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

MINIONS

	<b>Marionette</b>	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]
	<b>Wraith</b>	You may choose to open your eyes at night. You wake when other evil players do.

DEMONS

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

FIRST NIGHT



## 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.

## RECOMMENDED



### TRAVELLERS

None available

### FABLED



Sentinel



STHGINR EHT O

Dawn



Oracle



Damsel



Huntsman



Barber



Vigormortis



Imp



Snake Charmer



Wraith



Dusk

