# Role Swap & Cheese >À v1.0.0 by Bambi>T

Sentinel Djinn

## 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.



### 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 you win.

## OUTSIDER



### Barber

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



### Damsel

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

## MINION



### Marionette

You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



### Wraith

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

## DEMON



### 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 neighbour. [-1 Outsider]

# Quick Reference

*Role Swap & Cheese >À by Bambi>T*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Snake Charmer
6. Pixie
7. Huntsman
8. Damsel
9. Dawn

## FABLED, JINXES & LORIC

**Marionette & Huntsman**
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

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

## OTHER NIGHTS

1. Dusk
2. Snake Charmer
3. Imp
4. Vigormortis
5. Barber
6. Huntsman
7. Damsel
8. Oracle
9. 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

*Role Swap & Cheese >À by Bambi>T*

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 
**Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

5 
**Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7 
**Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

8 
**Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

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

# Other Nights

*Role Swap & Cheese >À by Bambi>T*

1 D **Dusk**
Start the Night Phase.

2  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

3  **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.

4  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

5  **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.

6  **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

7  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

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

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