

**Noble** You start knowing 3 players, 1 and only 1 of which is evil.



**Chef** You start knowing how many pairs of evil players there are.



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



**High Priestess** Each night, learn which player the Storyteller believes you should talk to most.



Mathematician Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



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



Amnesiac You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



**Juggler** On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



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



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



**Magician** The Demon thinks you are a Minion. Minions think you are a Demon.



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





**Puzzlemaster** 1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



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



Golem

Marionette

Kazali

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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



**DEMONS** 



Widow On your first night, look at the Grimoire & choose a player: they are poisoned. 1 good player knows a Widow is in play.



**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.



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



**Lieech** Each night\*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.



Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



**Legion** Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



Dusk



Kazali



Magician



Minion info



Snitch



**Demon info** 



Marionette



Lleech



Widow



**Pixie** 



**A**mnesiac



Chef



Noble



**High Priestess** 



Mathematician



Dawn

## DEVOUT THEISTS V6



## JINXES



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When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.





The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.





If the Kazali chooses to create a Marionette, they must choose one of their neighbors.



Juggler























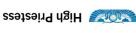
TRAVELLERS

**FABLEO** 

None available

None available







Dawn



















