DEVOUT THEISTS V6 by Emerald

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 — 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.

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.

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

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.

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

Kazali — 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]

*Not the first Night

- Dusk
- Kazali
- Magician
- Minion info
- Snitch
- Demon info
- Marionette
- Lleech
- Widow
- Pixie
- Amnesiac
- Chef
- Noble
- High Priestess
- Mathematician
- Dawn

DEVOUT THEISTS V6

JINXES

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.

RECOMMENDED

TRAVELLERS

None available

FABLED

None available

- Dawn
- Mathematician
- High Priestess
- Juggler
- Flowergirl
- Farmer
- Amnesiac
- Kazali
- Lleech
- Fang Gu
- Legion
- Dusk