




















	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Bounty Hunter	You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]
	Noble	You start knowing 3 players, 1 and only 1 of which is evil.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Lycanthrope	Each night*, choose an alive player: if good, they die, but they are the only player that can die tonight.
	High Priestess	Each night, learn which player the Storyteller believes you should talk to most.
	Courtier	Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.
	Engineer	Once per game, at night, choose which Minions or which Demon is in play.
	Philosopher	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.
	Minstrel	When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.
	Farmer	If you die at night, an alive good player becomes a Farmer.
	Alchemist	You have a not-in-play Minion ability.




OUTSIDERS


	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Plague Doctor	If you die, the Storyteller gains a not-in-play Minion ability.
	Tinker	You might die at any time.

MINIONS

	Godfather	You start knowing which Outsiders are in-play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Harpy	Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or both might die.
	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Assassin	Once per game, at night*, choose a player: they die, even if for some reason they could not.
	Goblin	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.

DEMONS

	Lil' Monsta	Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

 Philosopher

 Alchemist

 Minion info

 Demon info

 Engineer

 Lil' Monsta

 Poisoner

 Courtier

 Godfather

 Harpy

 Pukka

 Pixie

 Noble

 Bounty Hunter



 High Priestess

 Mathematician

 Dawn

First Night

Thank U, Next


  If the Plague Doctor dies, a living Minion gains the Goblin ability in addition to their own ability, and learns this.


Recommended Travellers



Dawn 

Mathematician 

High Priestess 


Bounty Hunter 

Tinker 

Farmer 

Godfather 

Assassin 


Lil' Monsta 


Fang Gu 

Pukka 


Lycanthrope 

Harpy 

Courtier 

Poisoner 

Engineer 

Philosopher 

Dusk 

Thank U, Next

Other Nights