



















	Sleuth	You start knowing how many steps away a Minion is and which Demon is in play.
	Babysitter	You start knowing a good player & character. If you whisper to them, they die that night.
	Enchantress	Each night*, each player you whispered to today can't be killed tonight.
	Phantomographer	Each night*, learn how many private whispers included any evil players.
	Scaredy-cat	Each night*, if you whispered to an evil player today, you die.
	Stoic	Each night*, if you didn't whisper today, choose a player: you learn their character.
	Traitor	Each night*, the 1st good player(s) you whispered to today dies. If a player died this way, no other players can die tonight.
	Benefactor	Each day, if you whisper with a good player, you are safe from execution.
	Mystic	Each day, you may privately ask the Storyteller whether a private whisper contains a good player.
	Informer	Once per game, during the day, you may privately ask the Storyteller how many evil players are whispering.
	Doctor	Once per game, when a good player is going to die, instead they might not.
	Arbiter	If your neighbors never whisper to each other, your good neighbors can't die.
	Loon	You think you are an Outsider character, but you are not. You can't die.





OUTSIDERS

	Polymath	If you would die, instead you become evil & swap characters with a living Townsfolk. That player is drunk.
	Bartender	Each night*, the 1st Townsfolk(s) you whispered to today is drunk until dusk tomorrow.
	Leper	Each night*, the 1st good player(s) you whispered to today might register as evil & as a Minion or Demon until dusk.
	Ascetic	Once per game, at night*, if you whispered to another player today, a player might die.

MINIONS

	Diabolist	Each day, if any player you whisper to is executed, they don't die. Lose this ability when only 3 players are alive.
	Doppelgänger	Each night, you may choose to swap characters with the Demon. Lose this ability when only 3 players are alive.
	Overseer	Each night, choose a player: the Demon learns that their character is in play. [+1 Outsider]
	Plaguebringer	Once per game, at night, you may choose to poison all Townsfolk until dusk.

DEMONS

	Azazel	If you die, swap characters with the 1st player(s) you whispered to today & they become evil. Each night*, you may die.
	Seductress	Each night*, good players you whispered to today die. If you didn't whisper to any: all Townsfolk are poisoned until dusk.
	Moloch	Each night*, choose a player: they die. Each night*, the first player(s) you whispered to today becomes evil. [No minions]
	Blacktongue	Each night*, choose 2 players: the first dies. If you whispered today to any players you chose last night, they die.