



Sleuth You start knowing how many steps away a Minion is (or that zero are in play) and a Demon that is not 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 die 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.



Marksman Each night*, you may choose a player: if their alignment is the same as yours, they die.



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.



Savior The 1st Townsfolk(s) you whispered to can't die at night.



Arbiter If your neighbors never whisper to each other, your good neighbors can't die at night.

OUTSIDERS



Consort You start knowing a player. Each night*, if you didn't whisper to that player today, you might die.



Bartender A Townsfolk is drunk, even while you're dead. Each night*, you learn if you whispered to them today.



Altruist Each night*, if no players died tonight, you might die.



Ascetic Once per game, at night*, if you whispered to another player today, a player might die.

MINIONS



Sicario Each night*, you may choose a player: they die. If a player dies due to this, lose this ability & the Demon has no ability tonight.



Effigy Each night*, choose yes or no: if you choose yes, you die. [+1 Outsider]



Doppelgänger Each night, choose a good player. You learn their character and copy their ability until tomorrow night.



Plaguebringer You start knowing a player who is poisoned. Each time the poisoned player whispers, the poison moves to that player, if good.

DEMONS



Azazel If you die, swap characters with one of the 1st players you whispered to today & they become evil. Each night*, you may die.



Seductress Each night*, choose any players you whispered to today: they die. If you didn't whisper today: you win.



Moloch Each night*, choose a player: they die. Each night*, the 1st good 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.