



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.
Flame	You start knowing a good player & their character. Each night*, if you whispered to them today, they die.
Enchantress	Each night*, each player you whispered to today can't die tonight.
Phantographer	Each night*, learn how many whispers today included any evil players.
Scaredy-cat	Each night*, if you whispered to an evil player today, you die, even if for some reason you could not.
Stoic	Each night*, if you didn't whisper today, learn each dead player & their characters.
Whisperlink	Each night*, choose a player. They wake and pass a message to the Storyteller. You wake and receive their message.
Auditor	Each night*, learn how many evil players are alive. You can't become evil.
Mystic	Each day, you may publicly choose a player you whispered to today. Tonight you learn their character.
Informer	Once per game, during the day, you may privately ask the Storyteller how many evil players are whispering.
Doctor	Once per game, if a player dies at night, instead they might not. If this happens, at night, you wake to learn who was saved.
Savior	Once per game, the 1st Townsfolk(s) you whisper to can't die at night.
Arbiter	If your neighbors don't whisper to each other, your good neighbors can't die at night.

OUTSIDERS



Babysitter	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.
Leper	Each night*, players you whispered to today might register as evil & as a Minion or Demon until tomorrow night.
Ascetic	Once per game, at night*, if you whispered to any players today, one of them might die.

MINIONS



Puppetmaster	Each night, you may choose 2 players. They learn you chose the other. Tomorrow they must whisper together or die that night.
Effigy	Each night*, you may choose to die. [-1 or +1 Outsider]
Doppelgänger	Each night, choose a player: learn their character. You may swap characters with them. If you do, they are poisoned.
Plaguebringer	A player starts poisoned. The poison moves when they whisper to an alive, good player. Each night, learn who has the poison.

DEMONS



Azazel	If you die, swap characters with the 1st player you whispered to today & they become evil. Each night, you may choose to die.
Seductress	Each night*, you may choose any players you whispered to today: they die. If you didn't whisper to an alive player: you win.
Moloch	Each night*, choose a player: if you whispered to them today they become evil, otherwise they die. [No minions]
Blacktongue	Each night*, choose 2 players: the 1st dies. If you whispered today to the 2nd player you chose last night, they die.