



















	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 whispers today 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, learn each dead player & their characters.
	Traitor	Each night*, the 1st good player(s) you whispered to today dies. If this causes a death, 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 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 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

	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 any players today, one of them might die.

MINIONS

	Sicario	Each night*, you may choose a player: they die. If this causes a death, 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 player: learn their character. You may swap characters with them. If you do, they are poisoned.
	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 a player you whispered to today & they become evil. Each night*, you may choose to die.
	Seductress	Each night*, choose any (or zero) 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.