



- 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. If you whisper to them, they die that night.
- 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.
- Doctor Each night*, you learn which players died tonight. Once per game, at night*, you may resurrect one of them.
- 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.
- 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



- 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.
- 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



- 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 a 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: they die. Each night*, the 1st good player(s) you whispered to today becomes evil. [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.