Uncertain Death

**TOWNSFOLK** 



Clockmaker You start knowing how many steps from the Demon to its nearest Minion.



You start knowing a good player & their character. If the Demon kills them, you die too. Grandmother



Librarian You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Empath Each night, you learn how many of your 2 alive neighbors are evil.



Fortune Teller Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight. Exorcist



Each night\*, you learn if a Demon voted today. Flowergirl



Each night\*, you learn how many dead players are evil. Oracle



Undertaker Each night\*, you learn which character died by execution today.



Once per game, during the day, privately ask the Storyteller any yes/no question. **Artist** 



Once per game, during the day, publicly choose a player: if they are the Demon, they die. Slayer



Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Each night\*, choose a player (not yourself): they are safe from the Demon tonight. Monk

**OUTSIDERS** 



Lunatic You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Mutant If you are "mad" about being an Outsider, you might be executed.



Sweetheart When you die, 1 player is drunk from now on.



Recluse You might register as evil & as a Minion or Demon, even if dead.

**MINIONS** 



You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider] Godfather



Once per game, at night\*, choose a player: they die, even if for some reason they could not. Assassin



Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)



Marionette You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

**DEMONS** 



No Dashii Each night\*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.



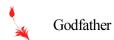
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



























First Night

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Exorcist

Lunatic

Monk

Scarlet Woman

Dawn