

Uncertain Death

TOWNSFOLK



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



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



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.



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



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



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



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



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



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



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



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

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



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



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



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.



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

 Minion info

 Lunatic

 Demon info

 Marionette

 Godfather

 Pukka

 Librarian

 Empath

 Fortune Teller

 Grandmother

 Clockmaker

 Seamstress

 Dawn

First Night

Uncertain Death


Uncertain Death

Other Nights


 Dawn

 Seamstress

 Oracle

 Flowergirl


 Undertaker

 Fortune Teller

 Empath


 Grandmother

 Sweetheart

 Godfather

 Assassin

 No Dash!!


 Pukka

 Exorcist

 Lunatic

 Scarlet Woman

 Monk

 Dusk