

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.