Uncertain Death *by Matt*

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.

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* Not the first night

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FIRST NIGHT

- Dusk
- Minion Info
- Lunatic
- Demon Info
- Marionette
- Godfather
- Pukka
- Librarian
- Empath
- Fortune Teller
- Grandmother
- Clockmaker
- Seamstress
- Dawn

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

OTHER NIGHTS

- Dawn
- Seamstress
- Oracle
- Flowergirl
- Undertaker
- Fortune Teller
- Empath
- Grandmother
- Sweetheart
- Godfather
- Assassin
- No Dashii
- Pukka
- Exorcist
- Lunatic
- Scarlet Woman
- Monk
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
Minion Info	If there are 7 or more players, wake all Minions: Show the **THIS IS THE DEMON** token. Point to the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.
Lunatic	If there are 7 or more players, wake the Lunatic: Show the **THESE ARE YOUR MINIONS** token. Point to any players. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the **YOU ARE** info token and the Demon token. Show the **THIS PLAYER IS** info token and the Lunatic token, then point to the Lunatic.
Demon Info	If there are 7 or more players, wake the Demon: Show the **THESE ARE YOUR MINIONS** token. Point to all Minions. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Godfather	Show the character tokens of all in-play Outsiders.
Pukka	The Pukka chooses a player. ●
Librarian	Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Grandmother	Point to the grandchild player & show their character token.
Clockmaker	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Monk	The Monk chooses a player. ●
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
Lunatic	Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).
Exorcist	The Exorcist chooses a player. ● Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.
Pukka	The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●
No Dashii	The No Dashii chooses a player. ●
Assassin	The Assassin might choose a player. ● ●
Godfather	If an Outsider died today, the Godfather chooses a player. ●
Sweetheart	If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now. ●
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ●
Empath	Give a finger signal.
Fortune Teller	The Fortune Teller chooses 2 players. Nod if either is the Demon (or the **RED HERRING**).
Undertaker	If a player was executed today, show their character token.
Flowergirl	Either nod or shake your head.
Oracle	Give a finger signal.
Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
Dawn	Wait for a few seconds. End the Night Phase.

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