

Vibrant spring gives way to a warm and inviting summer. Flowers of every description blossom as far as the eye can see, tenderly nurtured in public gardens and window boxes overlooking the lavish promenade. Birds sing, artists paint and philosophers ponder life's greatest mysteries inside a bustling tavern as a circus pitches its endearingly ragged tent on the edge of town.

As the townsfolk bask in frivolity and mischief, indulging themselves in fine entertainment and even finer wine, dark and clandestine forces are assembling. Witches and cults lurk in majestic ruins on the fringes of the community, hosting secret meetings in underground caves and malevolently plotting the downfall of Ravenswood Bluff and its resident revellers.

The time is ripe for...



Sects & Violets is the craziest of the three editions included in the base set. Good characters get amazing information each and every night. However, the evil team is extremely varied and threatening and can throw massive confusion into the mix. Characters change alignment. Players change characters. Even the evil team can lose track of who is who. This is also the first appearance of **madness**, which throws all manner of spanners into the works.

Intermediate. Recommended for players who want to do wild and unexpected things, pushing the limits of what can be achieved in a bluffing game.

When playing *Sects & Violets*...

Good players will almost always have more information than they know what to do with. Unlike in *Trouble Brewing*, where the good team can trust most of their information most of the time, the good team in *Sects & Violets* will need to figure out which Demon is in play to even begin to make sense of what's going on. With a Fang Gu in play, finding the Demon becomes a chase, as it jumps from player to player, taking advantage of reclusive Outsiders to mask their trail. With a No Dashii in play, two Townsfolk are poisoned, but if the good team can deduce which players these are, they'll have found the Demon. With a Vigormortis in play, Townsfolk get poisoned when Minions die at night. With a Vortex in play, all information is false. Once the good team notices what information is right and what is wrong, they can backtrack and reverse what they thought they knew and begin to learn something valuable.

To confuse things even further, Outsiders will usually want to lie about who they are for most of the game, and maybe even some Townsfolk will want to do the same. An Outsider that dies can cause terrible disadvantages for the good team, so wise Demons will usually want to kill them as soon as possible.

Evil players will want to kill or otherwise remove the threat of the most dangerous Townsfolk as soon as possible. Demons can only kill once per night, but Minions such as the Pit-Hag, Witch, and Cerenovus can really help thin out the good team's ranks if the Minion is clever. Evil players should also consider whether they give true or false information to the group, since the group may reverse-engineer that information depending on which Demon they believe is in play.

For many, many more strategy hints and tips, visit BloodOnTheClocktower.com/wiki



"Do not disturb me. The tick must continue, for the circle is a symbol of life and contains all things — all answers — in its divine machinery. I must work."

The Clockmaker learns the distance from the Demon to its nearest Minion.

- The Clockmaker only learns this on the first night.
- The distance is the number of seated players, starting from the player next to the Demon and ending at the nearest Minion, either clockwise or counterclockwise. For example, If there is one player between Demon and Minion, the Clockmaker learns a "2".

Examples

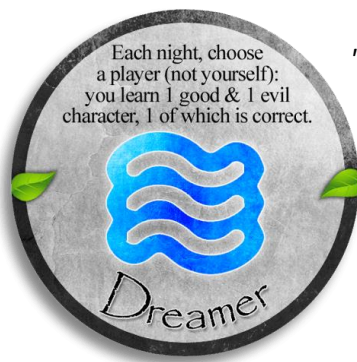
The Fang Gu is sitting next to the Pit-Hag. During the first night, the Clockmaker learns a "1."

Clockwise from the No Dashii sits the Dreamer, the Snake Charmer, then the Evil Twin. Counterclockwise from the No Dashii sits the Mutant, the Sweetheart, the Philosopher, the Sage, then the Witch. Because the Witch is five steps away from the Demon, and the Evil Twin is three steps away from the Demon, the Clockmaker learns a "3" during the first night.

The Fang Gu neighbors two Travelers, one good and one evil. Neighboring one of these Travelers is a Cerenovus. During the first night, the Clockmaker learns a "2," because evil Travelers are not Minions.

How to Run

During the first night, wake the Clockmaker. Show fingers (1, 2, 3, etc.) equaling the distance in players from the Demon to the nearest Minion, starting with the player neighboring the Demon closer to that Minion. Then, put the Clockmaker to sleep.



"I remember the clockmaker. The sky was red and it was raining fractal triangles. There was a smell of violets and a bubbling sound. A woman with glowing eyes and a scraggly beard was hissing at the sky. Then, I awoke."

The Dreamer keeps learning who is which character... probably.

- Each night, the Dreamer chooses a player and learns two characters—one that the player is, and one that the player isn't.
- If they choose a player who is a Townsfolk or Outsider, they're also shown any Minion or Demon character token. If they choose a player who is a Minion or Demon, they're also shown any Townsfolk or Outsider character token.

Examples

The Dreamer chooses a player who is the Mutant. The Dreamer learns that this player is either the Mutant or the Cerenovus.

The Dreamer chooses a player who was the Philosopher but became the Flowergirl earlier that night. The Dreamer learns that this player is either the Flowergirl or the Vigormortis.

Today, both the Evil Twin and the Artist claimed to be the Artist. That night, the Dreamer chooses the player who claimed to be the Evil Twin. If the Storyteller wanted to help the good team, they could show the Evil Twin and the Sweetheart. But the Storyteller decides to help evil, so they show the Evil Twin and the Artist to the Dreamer.

The Dreamer chooses a player who is the Vortex. The Dreamer's information must be false because the Vortex is in play, so the Dreamer learns that this player is either the Oracle or the No Dashii.

How to Run

Each night, wake the Dreamer. They point at any player. Show them the chosen player's character token and any character token of opposite starting alignment—if the chosen player's character token is a Townsfolk or Outsider, show a Minion or Demon; if it is a Minion or Demon, show a Townsfolk or Outsider. Then, put the Dreamer to sleep.

If the Dreamer chooses an evil player, you can help the evil team if you show the Dreamer the good character that evil player is bluffing as, or if you show a more secretive character such as the Snake Charmer, Sage, Mutant, or Klutz.



"Effendi...I am but a humble man, but my pipe is golden and a single tune will tame the wildest djinn, 'in sha' Allh. They say that greed hangs more men than rope, but not I, Effendi...not I."

The Snake Charmer learns player after player that is not the Demon...but becomes the Demon if they get too greedy or too bold.

- Each night, they choose a player. If it is not the Demon, nothing happens. If it is the Demon, the Snake Charmer becomes the evil Demon, and the Demon becomes good and becomes poisoned permanently.

Examples

The Snake Charmer chooses a player who is the Pit-Hag, so nothing happens. The Snake Charmer simply goes to sleep. The next night, the Snake Charmer chooses themselves, so nothing happens.

The Snake Charmer chooses a player who is the Vigormortis. The Snake Charmer immediately becomes the evil Vigormortis, and the Vigormortis becomes the good Snake Charmer and gets poisoned.

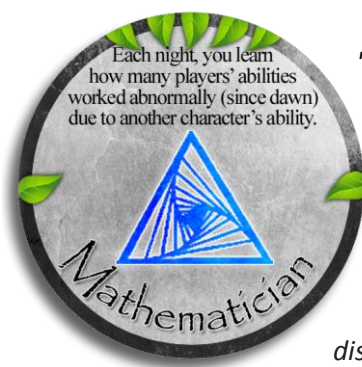
The Pit-Hag turns themselves into the Snake Charmer. Then, the Snake Charmer chooses a player who is the Fang Gu. The Snake Charmer becomes the Fang Gu, while the Fang Gu becomes the Snake Charmer and gets poisoned. Both remain evil.

How to Run

Each night, wake the Snake Charmer. They point at any player.

If that player is not the Demon, nothing happens. Put the Snake Charmer to sleep.

If that player is the Demon, swap the Snake Charmer and Demon tokens in your Grimoire, changing the old Snake Charmer into the new **evil Demon**, and changing the old Demon into the new **good Snake Charmer**. The new Snake Charmer is **poisoned**. Show the new Demon the "You are" info token, then a thumbs-down, then the "You are" token, then the Demon token. (*This shows they are now evil and the Demon.*) Put the new Demon to sleep. Then, wake the new Snake Charmer. Show them the "You are" info token, then a thumbs-up, then the "You are" info token, then the Snake Charmer token. (*This shows they are now good and the Snake Charmer.*) Then, put the new Snake Charmer to sleep.



"Any consistent formal system x , within which a certain amount of elementary arithmetic can be carried out, is incomplete; that is, there are statements of the language of x which can neither be proved nor disproved in x . Ergo, you are drunk."



"Yesterday's violets have withered and died, but today my poppies bloom."

The Mathematician knows how many things have “gone wrong” since dawn today.

- When an ability does not work in the way it was supposed to, due to another character’s interference, the Mathematician will learn that it happened. They’ll learn that something went wrong if a piece of information was false (but was supposed to be true), or if an ability should have had an effect but didn't, due to another character.
- The Mathematician does not learn which players this happened to, only how many times it happened.
- The Mathematician does not detect themselves.
- The Mathematician does not detect drunkenness and poisoning, but does detect when drunk or poisoned player’s abilities actually worked abnormally. (The Recluse registering as evil to the Chef, and the poisoned Soldier dying by the Imp would be detected. The poisoned Empath getting true information would not.)

Examples

The poisoned Oracle learns that two dead players are evil, when three dead players are actually evil. All other character abilities work normally. The Mathematician learns a “1.”

The poisoned Snake Charmer chooses a Townsfolk player, and nothing happens. The drunk Juggler gets correct information. The Savant learns two pieces of true information. Later that night, the Mathematician learns a “1” because the Snake Charmer and Juggler's abilities worked as normal, whilst one of the Savant's facts was true when it should have been false.

A Vortex is in play. Five good players got false information. The Witch is drunk, and when their cursed player nominated, nothing happened. Even though six abilities worked abnormally, the Mathematician learns a “three” due to the Vortex's ability.

How to Run

Each time a player’s ability works abnormally due to another character’s ability, put a “Abnormal” reminder by their character token.

Each night, wake the Mathematician. Show fingers (1, 2, 3, etc.) equaling the number of characters with “Abnormal” reminders. Then, put the Mathematician to sleep. Remove all “Abnormal” reminders.

The Flowergirl knows if the Demon voted or not.

- A Demon’s vote counts whether or not the nominee was executed.
- The Flowergirl does not detect if the Demon raised their hand for other reasons, such as when the players “vote” on what to order for dinner, or when the players raise their hand to exile a Traveler.
- If there are two living Demons, the Flowergirl can detect either Demon (the Storyteller chooses) since all living Demons count as “The Demon”. If there is one living and one dead Demon, the Flowergirl detects the living Demon.
- If the Demon changes players after the original Demon voted but before the Flowergirl wakes to learn their information, the Flowergirl detects the original Demon.

Examples

There was one nomination today. Lots of players voted, the player was executed, but the Demon did not vote. That night, the Flowergirl learns that the Demon did not vote today.

There were three nominations today. The Demon voted during the second nomination. Nobody was executed. That night, the Flowergirl learns that the Demon voted today.

There were no nominations today. A Traveler was exiled, and all players raised their hand to support the exile. That night, the Flowergirl learns that the Demon did not vote today. (*Exiles are never affected by abilities.*)

How to Run

Each dawn, put the “Demon Not Voted” reminder by the Flowergirl token, and remove the “Demon voted” reminder, if any.

Each day, during any vote for execution, pay attention to whether the Demon votes or not. If they do, replace the “Demon Not Voted” reminder with the “Demon Voted” reminder. (*If you forgot to do this, wake the Demon at night and ask by showing the “Did you vote today?” info token. They must answer honestly, then go to sleep.*)

Each night except the first, wake the Flowergirl. If the Flowergirl is marked “Demon Not Voted,” shake your head no. If the Flowergirl is marked “Demon Voted,” nod your head yes. Then, put the Flowergirl to sleep.



"Hear ye! Hear ye! Witchcraft in the labyrinth! Genius savant reveals all! Town in danger! Hear ye!"



"Only the chosen may gaze beyond the veil. The dead are restless, and they point in silence toward the icy north."

The Town Crier knows when Minions nominate.

- The Town Crier does not learn which players are Minions, and not how many Minions nominated, just whether or not any Minions nominated today.
- Each night, the Town Crier learns either a "yes" or a "no".

Examples

Today, one Townsfolk player nominated. That night, the Town Crier learns a "no."

Today, four players nominated. Two of them were Minions. Many players voted, but there was no execution. That night, the Town Crier learns a "yes."

A Minion nominated a Traveler, who was exiled. That night, the Town Crier learns a "no." (*Exiles are never affected by character abilities.*)

How to Run

Each dawn, put the Town Crier's "Minions not Nominated" reminder by the Town Crier token and remove the "Minion Nominated" reminder, if any.

Each day, during nominations, pay attention to whether a Minion nominates a player or not. If they do, replace the "Minions not nominated" reminder with the "Minion Nominated" reminder. (*If you forgot to do this, wake each Minion at night and ask by showing the "Did you nominate today?" info token. They must answer honestly, then go to sleep.*)

Each night except the first, wake the Town Crier. If the Town Crier is marked "Minions not Nominated," shake your head no. If the Town Crier is marked "Minion Nominated," nod your head yes. Then, put the Town Crier to sleep. If the Town Crier is marked "Minion Nominated," remove this reminder.

The Oracle knows how many dead players are evil.

- Because the Oracle acts after the Demon kills each night, the Oracle's information refers to the players that are dead when dawn breaks and all players open their eyes.
- The Oracle detects dead Minions and Demons, but also any other players that are evil, such as evil Travelers, or Townsfolk or Outsiders that have been turned evil.
- When counting the number of dead players, remember to count upside-down Townsfolk and Outsider tokens, as upside down tokens mean that the alignment is opposite to what is printed.

Examples

During the first day, the Flowergirl is executed. That night, the Demon kills the Juggler. The Oracle wakes and learns a "0," because all dead players are good.

Halfway through the game, seven players are dead. Five of them are good and two of them are evil. During the day, an evil Traveler is Exiled. That night, the Demon kills one of its Minions. The Oracle wakes and learns a "4," because four dead players are evil.

How to Run

Each night except the first, wake the Oracle. Show fingers (1, 2, 3, etc.) equaling the number of dead evil players. Then, put the Oracle to sleep.



"Seventy-two matchsticks on the floor...the sun sets early but the moon is unchanged...a torn piece of cloth...evil in the manor house...three by three...the one we trusted is not what he seems...green light means magnesium...residue, but the pattern

is wrong...seventy-two matchsticks on the floor..."

The Savant gets crazy, amazing information that is different every day and every game, but half of it is false.

- Each day, the Storyteller chooses two pieces of information to give to the Savant... so get creative! One must be true, and one must be false, and the Savant won't know which is which.
- It is up to the Savant to talk with the Storyteller, not the other way around. This isn't a public conversation, and the group can't listen in. It's private.
- The Savant can choose to not visit the Storyteller if they wish.

Examples

The Savant learns that "All players wearing glasses are good" and that "one player sitting on the black couch is a Minion."

The Savant learns that "A Snake Charmer is in play" and "Everybody got true information last night."

The Savant learns that "The Demon is a woman" and "Benjamin is evil."

The Savant learns that "Evin and Amy are the same alignment" and "There is one Outsider in play."

How to Run

Once per day, if the Savant requests a private chat with you, take them away from the circle so you cannot be overheard. Whisper two pieces of information, one true and one false, to the Savant. *(If you cannot think of two straight away, either take your time or ask them to come back in a few minutes.)*

Keep the information you give related to the game and helpful. Avoid saying who exactly the Demon is, or it could be a very short game. If you need help on choosing what to say, give information similar to what Townsfolk abilities would get.



"Did you hear that stranger in the cashmere coat put the word on our young Belle? And she said yes? Well, that's nothing compared to what Harry and that juggler got up to at the fair! The things I could say if I were a tattletale...my, yes."

The Seamstress learns whether two players are on the same team as each other.

- They only get this information once per game, so they best choose wisely when and who.
- They may choose alive or dead players or even Travelers.

Examples

During the first night, the Seamstress chooses two players, who are the Barber and the Clockmaker. Because they are both good, the Seamstress learns a "yes."

During the first three nights, the Seamstress chooses not to use their ability. During the fourth night, they choose two players, who are the Fang Gu and the Sweetheart. The Seamstress learns a "no."

The Pit-Hag turns the Mathematician into the Witch, who remains good. Later that night, the Seamstress chooses the two players, the Witch and the Town Crier. The Seamstress learns a "yes" because because they are both good.

How to Run

Each night, wake the Seamstress. They either shake their head no or point at any two players except themselves.

If they shake their head no, nothing happens. Put the Seamstress to sleep.

If they point at two players, either nod your head yes *(to indicate these players have the same alignment)* or shake your head no *(to indicate these players do not have the same alignment)*. Put the Seamstress to sleep. Put the "No Ability" reminder by the Seamstress token. *(Remove their night token from the night sheet so that they are not woken again.)*



"If anything is real, beer is real. Drink, for tomorrow we may die. Why? Why not."



"Mon Dieu! C'est lumineux! My work, she is...how you say...magnifique! Dieu est révélé! Oui."

The Philosopher decides their own character.

- They can do this once per game.
- When they do this, they become that character and gain the chosen character's ability. There is no longer a Philosopher in play.
- Philosophers may want to wait a while to choose. If the Philosopher becomes a character that is already in play, the duplicate in-play character is drunk. If the philosopher-turned-new-character dies or becomes drunk or poisoned, the character they are making drunk becomes sober again.
- If the Philosopher becomes a character that uses their ability on the first night only, they use it tonight.

Examples

During the first night, the Philosopher chooses to become the Dreamer. They are the Dreamer from now on and act when the Dreamer normally acts.

During the third night, the Philosopher chooses to become the Clockmaker. That night, they learn the distance from the Demon to their nearest Minion.

An Artist is in play. The Philosopher chooses to become the Artist. There are now two Artists in play, and the original becomes drunk. Later, the Philosopher-turned-Artist dies, so the original Artist becomes sober again. *(The original Artist would also become sober if the Philosopher-turned-Artist became drunk or turned into a different character.)*

How to Run

Each night, wake the Philosopher. They either shake their head no or point at any Townsfolk icon or any Outsider icon on their character sheet. Put the Philosopher to sleep.

If they pointed to an icon of a character not in play, swap their Philosopher token with the chosen character token, changing their character to the **chosen character**.

If they pointed to an icon of a character in play, put the "Is Not the Philosopher" reminder by the Philosopher token. The player of the chosen character becomes **drunk**. *(You can now use the duplicated character's reminders for the Philosopher now—the duplicated character won't need them anymore.)* If the Philosopher dies, the player made drunk by the Philosopher becomes **sober**.

The Artist may ask any one question of the Storyteller.

- The question may deal with anything at all, phrased in any way they want. The Storyteller honestly answers "yes," "no," or "I don't know."
- It is up to the Artist to talk with the Storyteller, not the other way around. This isn't a public conversation, and the group can't listen in. It's private.

Examples

The Artist asks, "Is the Demon sitting in a brown chair?" The Storyteller answers, "No," because the Demon is in a black chair.

The Artist asks, "Is David the Evil Twin?" and the Storyteller answers, "Yes," because David is.

The Artist asks, "How many Minions are alive?" and the Storyteller says, "Please ask another question. I cannot answer that with a yes, no, or I don't know."

The Artist asks, "Are we winning?" and the Storyteller answers, "I don't know," because even though all the Minions are dead, many good players trust the Demon.

How to Run

During any day, the Artist can request a private chat with you. Take them away from the circle so you cannot be overheard. They will ask you a question. Answer privately with "Yes," "No," or "I don't know," or if you cannot answer in one of these ways, prompt the Artist to ask again in a different way. Then, put the "No Ability" reminder by the Artist token.



"For my next trick, as per request, I will need a flower, a bag of beans, a toy snake, a paintbrush, and a motorized gasoline-powered hedge-trimming device. I warn you, this trick may be my last. Oh dear."

The Juggler takes the risk of convincing people to reveal their characters during the first day, in the hope of guessing as many as possible that are telling the truth.

- On the first day, they may guess which players are which characters. That night, the Juggler learns how many guesses they got right...if they are not killed beforehand.
- They must make their guesses publicly, so everyone hears what is guessed. They may guess zero characters, or up to 5 characters, and these characters and players may be different or the same.
- If the Juggler made their guesses while drunk or poisoned, but is sober and healthy when their ability triggers that night, then the Storyteller still give them true information.

Examples

During the first day, the Juggler guesses that Alex is the Town Crier, Mia is the No Dashii, and Julian is the Sage. That night, the Juggler learns a "2," meaning two of those guesses were correct.

During the fourth night, the Savant gets turned into the Juggler. The next day, the new Juggler guesses that Benjamin is the Pit-Hag, that Benjamin is the Witch, and that Amy is the Pit-Hag. That night, the Juggler learns a "1."

How to Run

During the first day, the Juggler declare that they would like to use their ability. Grab the Grimoire and enter the circle. The Juggler can make up to five guesses, each of any one player and any one character. For each correct guess, put a "Correct" reminder by the Juggler token. *(Make sure the players don't see how many reminder you're placing.)*

That night, wake the Juggler. Show them fingers (1, 2, 3, etc.) equaling the number of their correct guesses. Then, put the Juggler to sleep. You can remove all the "Correct" reminders when convenient.

If the Juggler is guessing too fast, prompt them to slow down.

If an evil player is bluffing as the Juggler, it can help their bluff if you pretend to move tokens around the Grimoire as they make their fake guesses.



"These mountainous tomes guard the secret, I am sure of it! Twixt word and word, it lies in wait. More candles, boy! More ink! These notes may look arcane, but the infernal puzzle is revealing itself."

The Sage knows nothing while alive, but if the Demon kills them, they learn who it is.

- The Sage only gets this information when killed by a Demon attack. Being executed does not count.

Examples

During the second night, the Demon kills the Sage. The Storyteller points at two players, one of whom is the Demon.

During the final night, the Demon kills the Sage, who is drunk because of the Sweetheart. The Storyteller points at a dead player and one of the remaining three alive players. This information is incorrect.

The Pit-Hag creates a Demon. Because the Pit-Hag ability says that "all deaths tonight are arbitrary," the Storyteller decides that the old Demon dies, and the Sage dies. Because the Sage died due to the Pit-Hag, not the Demon, the Sage does not wake to learn anything tonight.

How to Run

If the Sage was killed by a Demon, wake the Sage. You point at two players, one who is the Demon that killed the Sage. Then, put the Sage to sleep.

If the Sage dies early, you will probably want to show the Sage two alive players, which lets the evil team still have a slim chance of winning. If the Sage dies on the final night, feel free to show one alive and one dead player.



"I am not a freak! I am a human being! Have mercy!"

The Mutant is executed if they try to reveal who they are.

- "Madness" is a term that means "you are trying to convince the group of something." So, if the Mutant player is mad about being the Mutant, this means they are trying to convince people they are the Mutant. If they are mad about being an Outsider, this means they are trying to convince people that they are an Outsider.
- This can be by verbally hinting who they are, or by their silence when questioned. It is always up to the Storyteller to decide what the Mutant is doing. If you think they are trying to convince the group they are an Outsider in any way, you can execute them (even outside the nomination phase, or at night) if you wish. If you do, no other executions may happen today by normal means, since there is only one execution per day.
- If the Mutant hints that they are the Mutant at night, you may execute them that night. Declare they have died, and continue with the night phase as normal. An execution may still occur tomorrow day.

Examples

Ten seconds into the first day, the Mutant says to the group that they're the Mutant. The Storyteller declares that the Mutant is executed immediately. There is no nomination for an execution today, since there can be a maximum of one execution per day.

A Witch privately talks to the Storyteller and says that Evin, who is playing the Mutant, told them they are the Klutz. The Storyteller chooses to execute the Mutant immediately.

The Mutant tells the group that they are a Townsfolk, but does not say which one. When questioned if they are the Mutant, they stay silent. After a minute or so of silence, the Storyteller executes the Mutant.

The Mutant says they are the Oracle, gives some bogus Oracle information, then says "By the way, I am definitely *not* the Mutant" while giving a subtle wink. The Storyteller chooses to execute the Mutant immediately.

How to Run

At any time, if you believe that the Mutant is mad about being an Outsider, then you can decide that the Mutant **dies** by execution. Declare this immediately. *(When you are ready, go to the night phase, since there is a maximum of one execution*



"I will never forget her. Never."

The Sweetheart, when they die, makes someone drunk for the rest of the game.

- The Storyteller chooses which player becomes drunk.
- This ability works while the Sweetheart is dead.

Examples

The Sweetheart dies. The Mathematician is now drunk, and may get false information at night.

The Sweetheart dies. The Mutant is now drunk. The Mutant may safely come out as the Mutant, but they do not know this.

The Sweetheart dies. The Demon is now drunk, so their attack at night won't kill anyone.

How to Run

If the Sweetheart dies, you choose any one player to become **drunk**. The Sweetheart does not lose this ability when dead.

You will almost always want to make a Townsfolk drunk, which will hurt the good team, but if evil is winning quite convincingly, you can make an Outsider, Minion, or even the Demon drunk.



"What will it be today? A shampoo and styling? Very well, Mr... 'Novus,' was it? Lie back and close your eyes and I'll make you into a new man."

The Barber allows the Demon to swap two characters.

- The players' alignments stay the same when they swap characters. Each player learns which character they become.
- The Demon may choose not to swap players when the Barber dies.
- If a player becomes a new character, they gain the new character's ability, even if it was a "you start knowing" ability or a "once per game" ability that the original character already used.

Examples

The Barber dies. The Demon considers swapping the Clockmaker and the Juggler, but then does nothing.

The Barber dies. The Demon swaps the alive Snake Charmer with the dead Barber. Now, there is an alive Barber and a dead Snake Charmer.

The Barber dies. The Vortex swaps themselves with an alive Witch.

The Barber dies. The Vigormortis swaps themselves with a dead Sweetheart. The old Vigormortis is now the evil Sweetheart. Because the Pit-Hag created a good Demon during the previous night, the game continues.

How to Run

If the Barber dies, put the "Haircuts Tonight" reminder by the Barber token.

During that night, wake the Demon. Show them the "This character selected you" info token, then the Barber token. The Demon can either shake their head no or points to two players. Then, put the Demon to sleep.

If the Demon pointed to two players, swap those character tokens. One at a time, wake each swapped player, show the "You are" info token and their new character token, then put them to sleep. If a player's alignment does not match the color of their character token, turn it upside-down.

If players become a character with a different alignment, you may wish to remind them that their alignment is unchanged.



"Oops."

The Klutz might accidentally lose the game for their team, unless they are clever.

- When the Klutz dies, they must declare a player. They may take a few minutes to do so—after all, it's a big decision, and other players may give advice on who to choose, but it is always the Klutz's decision. If they choose an evil player, the game ends immediately and the good team loses. If they choose a good player, nothing happens and the game continues.
- The Klutz must do this when they find out that they are dead. If they do not, they lose.

Examples

The Klutz dies by execution. After much yelling and confusion, the Klutz chooses a player—who is secretly the Seamstress. Night falls, and the game continues.

The Demon kills Dave, the Klutz. In the morning, when the Storyteller informs the group that Dave is dead, Dave says "Ok everybody, I was the Klutz" and after discussion for a few minutes, Dave publicly chooses the player that is the Demon. The game ends immediately and evil rejoices.

How to Run

When the Klutz player is declared dead, they must declare that they are the Klutz and then point at any player. (*Give them time.*) If they point at an evil player, the game ends and evil wins. If they point at a good player, continue the game.

In the strange situation where the Klutz is evil, dies and chooses an evil player, then good wins instead. *This is because the Klutz's ability reads "your team loses".*

If the Klutz doesn't realize that they must declare a player when they die, tell them in private that they must do so. Reminding them how their character works will prevent an unnecessary end to the game. Some forget, and need that extra reminder.



"I'm not Sara! I'm Clara! SHE is Sara! Sara is the evil one! Not me!"

The Evil Twin mirrors a good character, and the players don't know which twin is good and which twin is evil.

- During the first night, the Evil Twin and a good player, called the Good Twin, wake to learn who each other are. If the Good Twin is executed, evil wins.
- If the Demon dies but both twins are still alive, the game continues. But... if the two Twins are the only two players left alive, not including Travelers, then evil wins just like it normally would.
- If a Pit-Hag creates an Evil Twin, a player of the opposing alignment becomes a twin.

Examples

Both twins are claiming to be the Oracle. The Evil Twin is executed. The game continues.

The Pit-Hag turns the good Sage, who is also the Good Twin, into the Mutant. Both twins try to convince the group that they are the Mutant. The Storyteller immediately executes the Mutant, who is also the Good Twin. The game ends and evil wins.

The Good Twin and the Evil Twin are both loudly claiming to be the Artist. Both players approach the Storyteller to ask a question in private. The good players, confused, execute the Demon. The game continues, with no death during the night from now on.

The Pit-Hag turns a good player into the Evil Twin, who remains good. The group executes the good-aligned Evil Twin. Evil wins.

How to Run

While setting up the game, put the "Twin" reminder by any good player's character token, marking that player as the **Good Twin**.

During the first night, wake both Twins. Let them make eye contact. Point at the Evil Twin, then show the Evil Twin token to the Good Twin. Point at the Good Twin, then show the Good Twin's character token to the Evil Twin. Put them both to sleep.

While both twins are alive, the good team does not win, even if the Demon is dead. If a Twin dies, remove the "Twin" reminder. *(This player is no longer a Twin.)*

If the Twin who is good-aligned is executed, evil wins.

If a Pit-Hag creates an Evil Twin during the final night, either make the other Twin the Demon player or a dead player, so that the good team is still able to win.



"Three drops of goat's blood. A lock of hair, torn in anger. The name is spoken, the shadow cast. Walk left foot first down the brambled path, and don't look back."

The Witch curses players, so that they die if they nominate.

- Each night, the Witch chooses a player to curse. That player dies if they nominate any player on the next day, although their nomination still counts.
- The Witch's curse lasts only for one day, but the Witch may curse the same player again and again each night.
- As soon as just three players are left alive, the Witch's curse is immediately removed, and the Witch acts no more.

Examples

At night, the Witch curses the Sage. During the next day, the Sage nominates the Dreamer. The Storyteller immediately declares that the player of the Sage dies. The players still vote to execute the Dreamer, who dies too.

The Witch curses herself. During the next day, the Witch nominates the Demon, and dies. The players do not vote to execute the Demon, and nominations continue.

The Witch curses the Klutz. The Fang Gu attacks the Klutz, so the Klutz becomes the Fang Gu. The new Fang Gu is now cursed by the Witch, and they nominate. The new Fang Gu dies, and good wins.

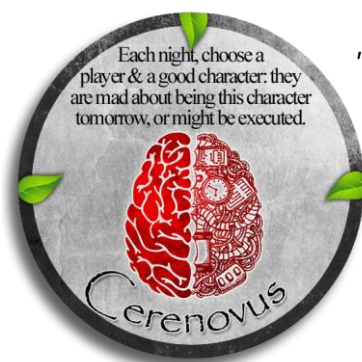
The Witch curses the Savant. Later that night, after the Demon kills a player, only three players are alive, so the curse is removed. The Savant may nominate safely.

The Witch curses the Juggler. During the next day, the Juggler calls for the exile of a Traveler. The Juggler lives, and may nominate again, because abilities do not affect exiles.

How to Run

Each night, wake the Witch. They point at any player. Put the Witch to sleep. Put the "Cursed" reminder by the chosen player's character token.

The next day, if the player marked "Cursed" makes a nomination, immediately declare that the marked player **dies**. *(Nominations continue as normal.)*



"Repeat after me: I am a communist. I have always been a communist. I uphold the ideals of the Communist Party, of which I am a member."



"Round about the couldron go; In the poisons entrails throw; Toad, that under cold stone; Days and nights has thirty-one; Sweated venom sleeping got; Boil thou first in the charmed pot."

The Cerenovus encourages players to pretend to be different characters than they actually are.

- The Cerenovus chooses Townsfolk or Outsiders that players are mad about being. This means they must try to convince the group that they actually are this character tomorrow, or die.
- Simply "hinting" is not enough to avoid death. The player must make a decent effort to convince the group. Mad players are never literally forced to say things they don't want to—but if the Storyteller doesn't hear them make an effort, they pay the price.
- Mad evil players might be executed this way, but "might" means you can choose not to, to prevent evil winning by this strategy.
- Like the Mutant, an execution penalty counts as the one execution allowed per day.

Examples

The Cerenovus makes the Barber mad about being the Savant. Tomorrow, the Barber claims to be the Savant, talks to the Storyteller, and tells the group two facts that they made up. When asked whether they are mad, the Barber says "no" emphatically, so avoids being executed.

The dead Artist is made mad about being the Sage. The next day, they say nothing about being the Sage. The Artist is executed.

The Cerenovus makes the Flowergirl mad about being the Clockmaker. The Flowergirl says to the group that they are the Clockmaker and learned a "2," but hints privately to other players that they are mad. The Storyteller overhears this and executes the Flowergirl.

How to Run

Each night, wake the Cerenovus. They point at any player and any Townsfolk or Outsider icon on their character sheet. Put the Cerenovus to sleep. Put the Cerenovus's "Mad" reminder by the chosen player's character token. Wake the player marked "Mad," show them the "This player selected you" info token, then the Cerenovus token, then the character token for the character they should be mad about being. Then, put that player to sleep.

During the next day or night, if you feel that the mad player has not done their best to convince the group they are this character, you may execute them. If this execution happens during the day, declare the execution immediately. If this execution happens at night, declare the execution immediately.

The Pit-Hag changes players into different characters.

- Each night, the Pit-Hag chooses a player and a character to turn the player into.
- They can't create duplicate characters. If the character is already in play, nothing happens.

Examples

The Pit-Hag turns the Clockmaker into the Mutant. The Pit-Hag tries to turn the Savant into the Sage, but nothing happens because a Sage is already in play.

The Pit-Hag turns the Flowergirl into the Evil Twin. Now, there is a good Evil Twin, so the Evil Twin and an evil player are woken to learn each other's character.

During the final night, the Pit-Hag turns the Oracle into a good No Dashii. The Storyteller kills the evil Demon only, so that only one Demon is alive during the final day.

How to Run

Each night except the first, wake the Pit-Hag. They point at any player and any character on their character sheet. Then, put the Pit-Hag to sleep.

If the chosen character is in play, nothing happens. If the chosen character is not in play, wake the chosen player. Show them the "You are" info token, then the character token chosen by the Pit-Hag, then put them to sleep. Replace their old character token with the new character token.

You may need to remind the player that their alignment is unchanged, by giving a thumbs up or down. You may also need to turn character tokens upside-down, to remind you that the player's alignment is opposite to the color of the token.

If a Demon is created, you may choose any players to kill or to protect throughout the night to balance the game. Additional deaths are considered attacks from the Pit-Hag.

If the Pit-Hag changes a Demon into a new Demon, it is best to make no death occur tonight, so that the good team gets a clue that the Demon type has changed. If the Pit-Hag creates a new evil Demon, it is best to kill the old Demon and some other player, to signal to the good team that the Demon has changed. If the Pit-Hag creates a good Demon, it is best to kill either Demon (if it is the final night), or just let two Demons run amok (if it is not the final night) – but since all Demons must die for good to win, use caution.



*"Ketchoooo-la! Fhang Ghuu!
Oooooooooooooooooo!"*

The Fang Gu possesses Outsiders.

- The first time a Fang Gu attacks an Outsider, the Fang Gu dies, and the Outsider becomes a Fang Gu and turns evil.
- This can only happen once per game. If the new Fang Gu attacks an Outsider, the Outsider dies as normal.
- The new Fang Gu counts as the Demon, and good wins if they die. They do not, however, learn which players are Minions.
- There is an extra Outsider in play.

Examples

The Fang Gu attacks the Artist, who dies. The next night, the Fang Gu attacks the Sweetheart, who becomes the Fang Gu while the old Fang Gu dies. The Sweetheart does not make a player drunk, because they did not die. The next night, the new Fang Gu attacks the Klutz, who dies.

The Fang Gu attacks the dead Klutz, thinking it's safe to attack a dead player. The Fang Gu dies, and the dead Klutz becomes the evil Fang Gu. Because all Demons are dead, good wins.

How to Run

While setting up the game, add one extra Outsider character token and remove one Townsfolk character token.

Each night except the first, wake the Fang Gu. They point at any player. Put the Fang Gu to sleep.

If the chosen player is not an Outsider, that player **dies**.

If the chosen player is an Outsider, and there are 2 Fang Gus in play, that player **dies**.

If the chosen player is an Outsider and there is 1 Fang Gu in play, the Fang Gu **dies**. Then, wake the chosen Outsider. Show them the "You are" info token, then the Fang Gu token, then the "You are" token, then give a thumbs down. Swap their character token with the spare Fang Gu token, changing their character to a **Fang Gu**. They are now **evil**. Then, put the new Fang Gu to sleep.



"All doors are one door. All keys are one key. All cups are one cup, but whosoever drinketh of the water that I give shall never thirst, but the water shall be in him a well springing up into everlasting life."

The Vigormortis kills their own Minions, but those Minions keep their ability.

- Every time the Vigormortis attacks and kills a Minion, that player dies as normal, but keeps their ability for as long as the Vigormortis remains alive. The Witch, Cerenovus, and Pit-Hag still act each night.
- Like the No Dashii, the dead Minion's closest clockwise or closest counterclockwise Townsfolk is poisoned, even if they are dead. If the Vigormortis dies or otherwise loses their ability, then those players are no longer poisoned. One player per Minion is always be poisoned this way, as neighboring Outsiders, Minions, or Travelers are skipped so that a Townsfolk is affected instead. The Storyteller chooses which of the two Townsfolk is poisoned.
- All Minions killed by the Vigormortis keep their ability and poison a Townsfolk, not just the most recent.
- If a dead Minion becomes a non-Minion character, they no longer poison a Townsfolk, and have no ability.

Examples

The Vigormortis kills the Witch. The player that the Witch cursed tonight remains cursed. The next day, when the cursed player nominates, they die.

The Vigormortis kills the Evil Twin. The Evil Twin neighbors a Klutz and a Flowergirl. The Sage is the next neighbor to the Klutz. The Storyteller chooses that the Sage is poisoned.

The Vigormortis kills the Pit-Hag. The Pit-Hag changes a Savant into a Witch. The Vigormortis kills the Witch, who curses and kills a player. The Pit-Hag turns the dead Witch into the Oracle, who now has no ability. The Pit-Hag turns the Vigormortis into a Vortex. The Pit-Hag now has no ability.

How to Run

While setting up the game, remove one Outsider character token, if you can, then add one Townsfolk character token.

Each night except the first, wake the Vigormortis, who points at a player. If this player is not a Minion, they **die**.

If the chosen player is a Minion, that player **dies**. Put a "Has Ability" reminder by the chosen player's character token, marking that the player still has their ability. Put a "Poisoned" reminder by either the closest clockwise or closest anti-clockwise Townsfolk to the Minion. That player is **poisoned**.



"By the sins of Arnoch, I feel thy laden stench. By the curs-ed sun and her foul legion of tiny grinning gods, I corrupt thee. By the blessed night and the hidden depths of the horrid and unholy sea, I end thy squalid life upon this plane."

The No Dashii poisons their neighboring Townsfolk.

- The No Dashii's closest clockwise and the closest counterclockwise Townsfolk are poisoned, regardless of whether they are alive or dead. If a No Dashii dies or otherwise loses their ability, then those two players are no longer poisoned. Two players will always be poisoned this way, as neighboring Outsiders, Minions, or Travelers are skipped so that the closest two Townsfolk are affected instead.
- If a new player becomes the No Dashii, or a poisoned Townsfolk changes into a non-Townsfolk character, the players which are poisoned may change. The No Dashii always poisons players based on the current character token order.

Examples

At the start of the game, the No Dashii neighbors a Town Crier and a Snake Charmer. They are both poisoned. A few days later, they are both dead, and the closest alive neighbors to the No Dashii are an unpoisoned Clockmaker and an unpoisoned Barber.

Clockwise from the No Dashii sits a Philosopher, a Mathematician, then a Sage. Anticlockwise from the No Dashii sits a Witch, a Mutant, then a Seamstress. The Philosopher and the Seamstress are poisoned.

The Barber dies and the Demon swaps a good dead No Dashii with a good alive Flowergirl. This new, alive No Dashii is now poisoning their two closest neighboring Townsfolk.

How to Run

While preparing the first night, the two Townsfolk closest to the No Dashii become **poisoned**. If characters change at a later time, you may need to transfer these reminders to new character tokens, so that the two Townsfolk closest to the No Dashii are **poisoned**.

Each night except the first, wake the No Dashii. They point at any player. That player **dies**. Then, put the No Dashii to sleep.



"Black is White. Right is Wrong. Left is Right. Up is Long. Down is Sight. Short is Blind. Follow me. Answers find."

The Vortex makes all information false.

- Anytime a good player uses their ability to get information, they get false information. Even if the good player is drunk or poisoned, it must be false.
- The Vortex does not affect information gained by other means, such as when the Storyteller explains the rules, or when a player's character or alignment changes.
- When night falls, if nobody was executed today, evil wins. Exiling a Traveler does not count.

Examples

The Vortex kills the Sage. The Sage learns two players, both of which are not Demons.

Nobody voted or nominated today. That night, both the Flowergirl and the Town Crier learn a "yes."

The Savant is in play, and learns two pieces of information each day. Both are false. That night, the Dreamer chooses a player who is the Savant, and learns that player is either the Philosopher or the No Dashii.

The Pit-Hag turns the Juggler into the Witch. The Juggler learns that they are now the good Witch, because this information comes from the Pit-Hag's ability, not a good player's ability.

Today, a player died from the Witch, two Travelers were exiled, 5 nominations happened, but nobody was executed. Evil wins.

How to Run

While the Vortex is alive, you must give false information whenever an ability prompts you to give information.

Each night except the first, wake the Vortex. They point at any player. That player **dies**. Then, put the Vortex to sleep.

Each dusk, if no player was executed today, the game ends and evil wins.