

# SECTS AND VIOLETS

## TOWNSFOLK



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



**Dreamer** Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



**Snake Charmer** Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



**Mathematician** Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



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



**Town Crier** Each night\*, you learn if a Minion nominated today.



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



**Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



**Philosopher** Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



**Juggler** On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Sage** If the Demon kills you, you learn that it is 1 of 2 players.

## OUTSIDERS



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



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



**Barber** If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



**Klutz** When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

## MINIONS



**Evil Twin** You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Witch** Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



**Cerenovus** Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



**Pit-Hag** Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.

## DEMONS



**Fang Gu** Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
















**Vigormortis** Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. [-1 Outsider]



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



**Vortex** Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

- Dusk
- Philosopher
- Minion info
- Demon info
- Snake Charmer
- Evil Twin
- Witch
- Cerenovus
- Clockmaker
- Dreamer
- Seamstress
- Mathematician
- Dawn

FIRST

NIGHT



## SECTS AND VIOLETS



### JINXES

None available

## RECOMMENDED

### TRAVELLERS

None available

### FABLED

None available

SEVENTH NIGHT

- Dusk
- Philosopher
- Snake Charmer
- Witch
- Cerenovus
- Pit-Hag
- Fang Gu
- No Dashii
- Vortex
- Vigormortis
- Barber
- Sweetheart
- Sage
- Dreamer
- Flowergirl
- Town Crier
- Oracle
- Seamstress
- Juggler
- Mathematician
- Dawn