

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.



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



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



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

MINIONS



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.



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.

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



STHGIN TO

RECOMMENDED



TRAVELLERS

None available

FABLED

None available

- 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