

*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.

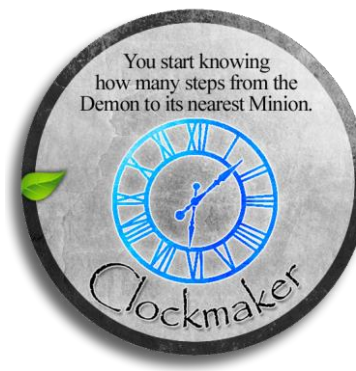
When playing *Sects & Violets*...

**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 at any point it could leap to an unsuspecting Outsider, leaving the town in their dust. 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](http://BloodOnTheClocktower.com/wiki)



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

**The Clockmaker** learns the distance from the Demon to their 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.

### Examples

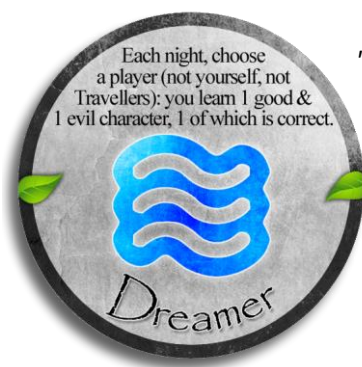
The Fang Gu is sitting next to the Pit-Hag. The Clockmaker learns a "1".

Clockwise from the No Dashii sit the Dreamer, the Snake Charmer, and then the Evil Twin. Counterclockwise from the No Dashii sit the Mutant, the Sweetheart, the Philosopher, the Sage, and 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".

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

### How to Run

During the first night, wake the Clockmaker. Show fingers (0, 1, 2 etc.) equaling the distance in players from the Demon to the nearest Minion, starting with the player neighboring the Demon closer to that Minion. 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."*



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

**The Dreamer** learns which player is which character, but is never sure.

- Each night, the Dreamer chooses a player and learns two characters—one that the player is, and one that the player isn't.
- The false character token depends on the chosen player's true character type. If the Dreamer chooses a player who is a Townsfolk or Outsider, the false character token is any Minion or Demon. If they choose a player who is a Minion or Demon, the false character token is a Townsfolk or Outsider.
- The Dreamer may not choose themselves, and may not choose a Traveller.

### 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 is the Philosopher that has gained the Flowergirl ability. The Dreamer learns that this player is either the Philosopher or the Vigormortis.

Today, both the Evil Twin and the Artist claimed to be the Artist. That night, the Dreamer chooses the player who is the Evil Twin. If the Storyteller wanted to help the good team, they could show the Evil Twin and Sweetheart tokens to the Dreamer. But the Storyteller decides to help evil, so they show the Evil Twin and the Artist tokens 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. If the chosen player's character is a Townsfolk or Outsider, show their character token and any Minion or Demon token to the Dreamer. If the chosen player's character is a Minion or Demon, show their character token and any Townsfolk or Outsider token to the Dreamer. 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 this evil player is bluffing as, or if you show a more secretive character such as the Snake Charmer, Sage, Mutant, or Klutz.*

**The Snake Charmer** learns which players are not the Demon...but becomes the Demon if they get too greedy or too bold.

- Each night, they choose a player. If that player is not the Demon, nothing happens. If they are the Demon, the Snake Charmer becomes that Demon and turns evil, and the Demon becomes good and poisoned permanently.
- If the Philosopher has the Snake Charmer ability and becomes the Demon, the Demon becomes a poisoned Philosopher.

### Examples

The Snake Charmer chooses a player who is the Pit-Hag, so nothing happens. 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 is poisoned.

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

### How to Run

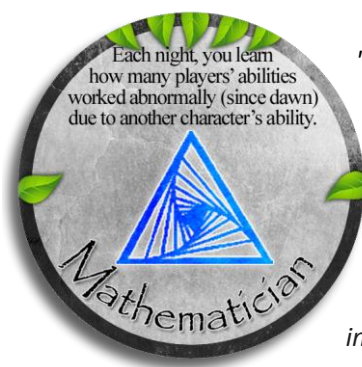
Each night, wake the Snake Charmer. They point at any player.

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

If that player is the Demon, the old Snake Charmer changes into the new (*evil*) Demon, and the old Demon changes into the new (*good*) Snake Charmer—swap the Snake Charmer token and the Demon's token. The new Snake Charmer is **poisoned**—mark them with the "Poisoned" reminder. Wake the new Demon and show them the "You are" info token, a thumbs-down, the "You are" token, then the Demon's token. (*This shows they are now evil and the Demon.*) Put the new Demon to sleep. Wake the new Snake Charmer and show them the "You are" info token, a thumbs-up, the "You are" info token, then the Snake Charmer token. (*This shows they are now good and the Snake Charmer.*) Put the new Snake Charmer to sleep.

*In the strange situation that the Snake Charmer is evil, or the Demon good, swap their alignments as appropriate.*





*"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 intended way 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 worked 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 their own ability failing.
- The Mathematician does not detect drunkenness or poisoning itself, but does detect when drunk or poisoned players' abilities did not work as intended. The Recluse registering as evil to the Chef, and the poisoned Soldier dying from the Imp's attack, would each be detected. The poisoned Empath getting true information would not.

### Examples

The poisoned Oracle learns that two dead players are evil, but actually three dead players are evil. All other abilities worked normally. The Mathematician learns a "1".

The poisoned Snake Charmer chooses a Townsfolk player and nothing happens. The drunk Juggler gets correct information. The poisoned Savant learns two pieces of true information. Later that night, the Mathematician learns a "1" because the Snake Charmer's and Juggler's abilities worked as normal, while 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 the cursed player made a nomination, they did not die. Even though six abilities worked abnormally, the Mathematician learns a "3" due to the Vortex's ability.

### How to Run

Each time a character's ability works abnormally due to another character's ability, mark them with an "Abnormal" reminder.

Each night, wake the Mathematician. Show fingers (0, 1, 2, etc.) equaling the number of characters with "Abnormal" reminders. 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 Traveller.
- 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.
- If there are two (or more!) Demons, even dead Demons, the Flowergirl detects if any of them voted. If even one Demon voted, the Flowergirl learns a "yes".

### Examples

There was one nomination today. Lots of players voted and the player was executed, but the Demon did not vote. That night, the Flowergirl learns a "no".

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

There were no nominations today. A Traveller was exiled, and all players raised their hand to support the exile. That night, the Flowergirl learns a "no" because supporting an exile is not voting.

### How to Run

Each dawn, mark the Flowergirl with the "Demon Not Voted" reminder, and remove the "Demon Voted" reminder, if any.

Each day, if the Demon votes for any execution, replace the "Demon Not Voted" reminder with the "Demon Voted" reminder.

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.

*If you forget whether the Demon voted or not, wake the Demon at night and ask by showing them the "Did you vote today?" info token. They must answer honestly, then go 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.

- Each night, the Town Crier learns either a "yes" or a "no".
- They do not learn which players are Minions or how many Minions made nominations, just whether or not any Minions made nominations today.

### Examples

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

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

A Minion exiled a Traveller. That night, the Town Crier learns a "no" because supporting an exile is not a nomination.

### How to Run

Each dawn, mark the Town Crier with the "Minions Not Nominated" reminder, and remove the "Minion Nominated" reminder, if any.

Each day, if any Minion makes a nomination, replace the "Minions Not Nominated" reminder with the "Minion Nominated" reminder.

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. Remove the "Minion Nominated" reminder, if any.

*If you forget whether a Minion made a nomination or not, wake each Minion at night and ask by showing them the "Did you nominate today?" info token. They must answer honestly, then go to sleep.*

**The Oracle** knows how many dead players are evil.

- Because the Oracle acts after the Demon attacks each night, the Oracle's info 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 Travellers, or Townsfolk or Outsiders that have been turned evil.
- When counting the number of dead players, remember to count Townsfolk and Outsider tokens that are upside-down, which means their alignment is the opposite of 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 Traveller is exiled. That night, the Demon kills one of their 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 (0, 1, 2, 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 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 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.
- A drunk or poisoned Savant might get two pieces of true information or two pieces of false information.

### 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 that "Everybody got true information last night."

The Savant learns that "The Demon is a woman" and that "Ben 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 helpful and related to the game. 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 provide.*



*"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 had best choose wisely when and who.
- They may choose alive or dead players or even Travellers.

### 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".

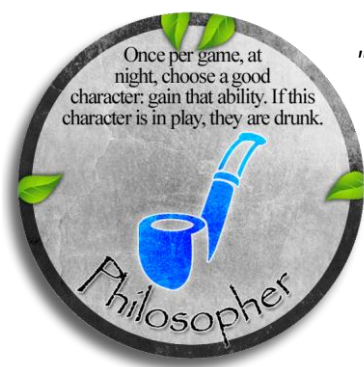
The Pit-Hag turns the Mathematician into the Witch, who remains good. Later that night, the Seamstress chooses two players, who are the Witch and the Town Crier. The Seamstress learns a "yes" because they are both good.

### 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. **The Seamstress loses their ability**—mark them with the "No Ability" reminder and remove their night token from the night sheet.



*"If anything is real, beer is real.  
Drink, for tomorrow we may die."*



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

**The Philosopher** decides their own ability.

- They can do this once per game. When they do so, they gain that character's ability. They do not become that character.
- They may want to wait a while to choose. If the Philosopher chooses a character that is already in play, the player of that character becomes drunk. If the Philosopher then dies or becomes drunk or poisoned, the player they are making drunk becomes sober again.
- If the Philosopher chose a character that was not in play at the time but is in play now, that character is drunk.
- If the Philosopher gains an ability that works at night, they wake when that character would wake. If this ability is used on the first night only, they use it tonight.
- If the Philosopher regains their ability via the Bone Collector, or uses their ability twice via the Barista, the Philosopher may choose a new ability, or the same ability as before.
- If the Philosopher's ability works while dead, such as the Klutz's, it works if the Philosopher is dead.

### Examples

The Philosopher chooses to gain the Dreamer ability. From now on, they act when the Dreamer normally acts.

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

The Philosopher chooses to gain the Artist ability, but there is already an Artist in play. The Artist player becomes drunk. Later, the Philosopher dies, so the Artist player becomes sober again. *(They would also become sober if the Philosopher 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 the Philosopher token with the chosen character token and mark them with the "Is The Philosopher" reminder.

If they pointed to an icon of a character in play, the player of the chosen character becomes **drunk**—mark them with the "Drunk" reminder. *(You can now use the duplicated character's reminders for the Philosopher).* If the Philosopher dies, the player made drunk by the Philosopher becomes **sober**—remove the "Drunk" reminder.

**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. Whisper "Yes," "No," or "I don't know," to them, or if you cannot answer in one of these ways, prompt the Artist to ask again in a different way. **The Artist loses their ability**—mark them with the "No Ability" reminder.

*Like the Savant, evil players bluffing as the Artist may request a private chat with you and pretend to ask a question. To help them bluff, you can pretend to give an answer by nodding or shaking your head.*





*"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."*



*"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 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 five 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 gives them true information.

### Examples

During the first day, the Juggler guesses that Marianna is the Town Crier, Lachlan is the No Dashii, and Abdallah 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 Ben is the Pit-Hag, that Ben is the Witch, and that Amy is the Pit-Hag. That night, the Juggler learns a "1".

### How to Run

During the first day, if the Juggler declares that they are using their ability, then you enter the circle, holding the Grimoire. The Juggler can make up to five guesses, each of any one player and any one character. For each correct guess, mark the Juggler with a "Correct" reminder. *(Make sure the players don't see how many reminders you're placing.)*

That night, wake the Juggler. Show them fingers (0, 1, 2, etc.) equaling the number of "Correct" reminders. Put the Juggler to sleep. Remove the "Correct" reminders and the Juggler's night token 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.*

**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. 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 of this, the Storyteller can arbitrarily kill characters tonight, so they decide 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 the Demon, wake the Sage. Point at two players, one who is the Demon that killed the Sage. 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 that 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 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 the night phase as normal. An execution may still happen the next 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 is 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 he is the Klutz. The Storyteller chooses to execute the Mutant immediately.

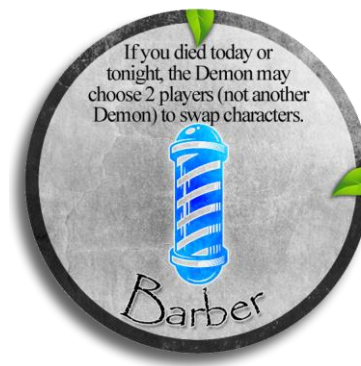
The Mutant tells the group that they are a Townsfolk, but does not say which one. When questioned if they are the Mutant, they stay silent. After a minute or so of silence, the Storyteller executes the Mutant.

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 (*even at night*), if you believe that the Mutant is mad about being an Outsider, then you can decide to execute the Mutant. Declare this to the group. They **die**—mark them with a shroud.

If you execute them during the day before the normal execution happens, go to the night phase. (*There is a maximum of one execution per day.*)



*"Did you know that barbering and surgery were once the same profession? No? Well, now you do."*

**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.
- If a player becomes a new character, they gain the new ability, even if it was a "you start knowing" ability or a "once per game" ability that the original character already used.
- If there is more than one living Demon, the Storyteller chooses which Demon makes the swap.
- The Demon may choose themselves to swap.
- The Demon may not choose another Demon player to swap.
- If a player dies, then becomes the Barber, the Demon may not swap two players' characters tonight.

### 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 Oracle with the dead Barber. Now, there is an alive Barber and a dead Oracle.

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, mark them with the "Haircuts Tonight" reminder.

During that night, wake the Demon. Show them the "This character selected you" info token, then the Barber token. The Demon either shakes their head no or points to two players. Put the Demon to sleep. Remove the "Haircuts Tonight" reminder.

If the Demon pointed to two players, swap the character tokens of the chosen players. One at a time, wake each swapped player, show them 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 a good player becomes a Minion or Demon, or an evil player becomes a Townsfolk or Outsider, you may wish to remind them that their alignment has not changed.*



*"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 say they are 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**—mark this player with the "Drunk" reminder. 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.*



*"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.
- It is not the Storyteller's responsibility to prompt the Klutz to declare they are the Klutz and choose a player. The Klutz must do this shortly after they learn that they are dead. Deliberately not doing so is considered cheating.

### Examples

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

The Demon kills Lewis, the Klutz. In the morning, when the Storyteller informs the group that Lewis is dead, Lewis says "Okay everybody, I was the Klutz," and after discussion for a few minutes, Lewis 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 choose an evil player, the game ends and the evil team wins. If they choose a good player, the game continues.

In the strange situation where the Klutz is evil and chooses an evil player, then the game ends and the good team wins instead.

*If the Klutz player doesn't realize that they must choose a player when they die, privately remind them. New players may not understand how their character works.*



*"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 Sage player 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 vote on whether or not to execute the Demon, but there are not enough votes, so 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.

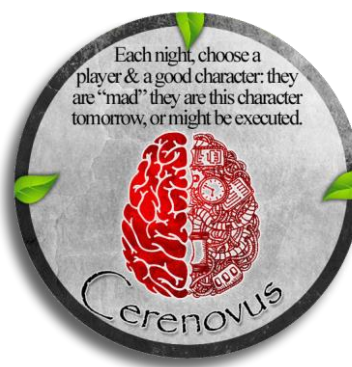
The Witch curses the Savant. Later that night, after the Demon kills a player, only three players are alive, so the curse is removed. The Savant may nominate safely.

The Witch curses the Juggler. During the next day, the Juggler calls for the exile of a Traveller. 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. Mark the chosen player with the "Cursed" reminder.

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



*"Reality is merely an opinion. Specifically, my opinion."*

**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. They must try to convince the group that they actually are this character tomorrow, or else 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 from 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 that the Demon is two seats away from their nearest Minion, 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 at any Townsfolk or Outsider icon on their character sheet. Put the Cerenovus to sleep. Mark the chosen player with the "Mad" reminder. Wake this player, show them the "This player selected you" info token, then the Cerenovus token, then the character token of the character they are mad about being. 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 can decide to execute them. Declare this to the group. They **die**. If you execute them during the day before the normal execution happens, go to the night phase. (*There is a maximum of one execution per day.*)



*"Round about the cauldron 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."*



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

**The Pit-Hag** changes players into different characters.

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

### Examples

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 icon on their character sheet. 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 their new character token, then put them to sleep. Replace their old character token with the new character token. (*You may need to turn character tokens upside-down to remind you that a player's alignment is opposite to the color of the token. You may need to remind the player that their alignment is unchanged, by giving a thumbs-up or thumbs-down.*)

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 the good team gets a clue that the Demon has changed. You can even wake the Demon, see who they choose to attack, and decide that no one dies. 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 to 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.*

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

- The Evil Twin is paired with a good player, chosen by the Storyteller, called the Good Twin.
- On the first night, the Evil Twin and Good Twin both wake, make eye contact, and learn each other's character.
- If the Good Twin is executed, evil wins. If the Evil Twin is executed, the game continues. A dead Evil Twin has no ability, so evil doesn't win if the Good Twin is later executed.
- Good cannot win while both twins are alive. Even if the Demon is killed, the game continues. Good will need to kill the Evil Twin as well as the Demon to win.
- If a good player is turned into an Evil Twin, they are still a good player, with an evil player becoming their twin. It doesn't matter which twin is which character, what matters is their *alignment*—the good team can execute the evil *player* safely, but if they execute the good *player*, evil wins.
- If both Twins are the same alignment, the Storyteller chooses a new Twin.

### Examples

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

The Demon dies. The game continues, with no death at night from now on. Two days later, the Evil Twin dies. Good wins.

The Pit-Hag turns the good Sage into the Evil Twin. Their twin is an evil Witch. The good Evil Twin is executed. Evil wins.

### How to Run

While setting up the game, choose a Good Twin by marking any good character with the "Twin" reminder.

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 cannot win. If a good-aligned Twin is executed, the evil team 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.*

*It is rarely a good idea to choose a Traveller to be a Twin.*





*"Your walls and your weapons are but smoke in dreams."*

**The Fang Gu** possesses Outsiders.

- The first time a Fang Gu attacks and kills 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 learn which players are Minions.
- There is an extra Outsider in play.
- If the Fang Gu attacks an Outsider but that Outsider does not die, that Outsider does not become an evil Fang Gu and the Fang Gu does not die.

### 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. Because the Klutz is dead, they cannot die again, so the Fang Gu does not die instead. The Klutz remains good and no deaths occur tonight.

### How to Run

While setting up the game, before putting character tokens in the bag, 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**—mark them with the "Dead" reminder.

If the chosen player is an Outsider and the "Once" reminder is in the center of the Grimoire, that player **dies**—mark them with the "Dead" reminder.

If the chosen player is an Outsider and the "Once" reminder is not in the centre of the Grimoire, the Fang Gu **dies**—mark them with the "Dead" reminder. Wake the chosen Outsider. Show them the "You are" info token, then the Fang Gu token, then the "You are" info token, then a thumbs-down. Change their character to a **Fang Gu**—swap their character token with the spare Fang Gu token. They become **evil**. Put the new Fang Gu to sleep. Put the "Once" reminder in the center of the Grimoire. *(Unlike "Once per game" abilities, this reminder stays there for the rest of the game. Don't remove it, even if the Fang Gu dies or changes character.)*



*"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 a well springing up into everlasting life."*

**The Vigormortis** kills their own Minions, who keep their ability.

- Every time the Vigormortis kills a Minion, they die but keep their ability for as long as the Vigormortis remains alive. The Witch, Cerenovus, and Pit-Hag still act each night.
- Somewhat like the No Dashii, the dead Minion's closest clockwise or closest counterclockwise Townsfolk becomes poisoned, even if they are dead. If the Vigormortis dies or otherwise loses their ability, then those players become healthy again. One Townsfolk per Minion will always be poisoned this way, as neighboring Outsiders, Minions, or Travellers are skipped. 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. If a dead Minion becomes drunk or poisoned, they lose their ability until they become sober and healthy again.

### Examples

The Vigormortis kills the Witch. The next day, the player cursed by the Witch makes a nomination, and dies.

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 next day, the Good Twin is executed, and evil wins.

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, before putting the character tokens in the bag, remove one Outsider character token and add one Townsfolk character token. *(If there are no Outsider tokens to remove, do not add a Townsfolk token.)*

Each night except the first, wake the Vigormortis. They point at any player. Put the Vigormortis to sleep. If the chosen player isn't a Minion, that player **dies**—mark them with a "Dead" reminder.

If the chosen player is a Minion, that player **dies**—mark them with a "Dead" reminder and a "Has Ability" reminder. The closest clockwise or closest counterclockwise Townsfolk to the Minion becomes **poisoned**—mark them with a "Poisoned" reminder.



*"By the sins of Arnoch, I feel thy laden stench. By the cursed 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 counterclockwise Townsfolk neighbors are poisoned, regardless of whether they are alive or dead. If a No Dashii dies or otherwise loses their ability, then those two players become healthy. Two Townsfolk players will always be poisoned this way, as neighboring Outsiders, Minions, or Travellers are skipped.
- If a new player becomes the No Dashii, or a poisoned Townsfolk changes into a non-Townsfolk character, the players who are poisoned may change immediately based on who the neighbors of the No Dashii are.

### 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 a Clockmaker and a Barber, but they do not get poisoned by the No Dashii.

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

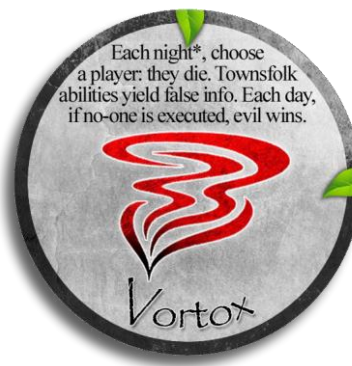
The Pit-Hag changes the dead No Dashii into the Flowergirl. The next night, the Pit-Hag changes the alive Fang Gu into the No Dashii. This new, alive No Dashii is now poisoning their two neighboring Townsfolk.

### How to Run

While preparing the first night, the two Townsfolk neighboring the No Dashii become **poisoned**—mark them with “Poisoned” reminders.

If a Townsfolk poisoned by the No Dashii becomes a non-Townsfolk character, or the No Dashii turns into a different character, or if a new player becomes the No Dashii, the new neighbors of the No Dashii become **poisoned**, and the old neighbors become **healthy**—move the No Dashii’s “Poisoned” reminders immediately if needed.

Each night except the first, wake the No Dashii. They point at any player. That player **dies**—mark them with the “Dead” reminder. 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 Townsfolk player gets information from their ability, they get false information. Even if they are 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 Traveller 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”.

During the day, the Savant learns two pieces of information. Both are false. That night, the Dreamer chooses a player who is the Savant, and learns that this 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 Townsfolk’s ability.

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

### How to Run

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

Each night except the first, wake the Vortex. They point at any player. That player **dies**—mark them with the “Dead” reminder. Put the Vortex to sleep.

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

**If this is your first time** Storytelling *Sects & Violets*, and you are keen to learn by using the most simple, straightforward characters, consider putting the following characters into play:

**Clockmaker, Oracle, Seamstress, Artist, Juggler, Klutz, Witch, No Dashii.** The information you give to the Clockmaker, Oracle, and Juggler is easy to calculate and easy to understand. The players will choose how to use their Seamstress, Artist, Juggler, and Klutz abilities. Remember which player is cursed by the Witch, and which players are poisoned by the No Dashii, and you'll be fine.

**If you are feeling a little more adventurous** and would like to create a more unique style of game that experiments with some more complicated characters and interactions, consider the following (for an eight-player game) or alter one to suit your style:

**Snake Charmer, Dreamer, Flowergirl, Savant, Barber, Klutz, Pit-Hag, Fang Gu.** This setup focuses on characters swapping. The Snake Charmer and Fang Gu may cause the Demon to become a new player. The Pit-Hag creates new characters. The Barber may also complicate the knowledge of who is who by swapping characters. Woe betide the poor, confused Klutz, who may need to pick a good player amongst all the messiness!

**Town Crier, Seamstress, Philosopher, Artist, Juggler, Sage, Evil Twin, Vigormortis.** This game will focus on the Evil Twin and the good twin. The good team has some incredible resources to figure out which twin is which, but the Vigormortis can always pull the plug and kill either twin if things look dire, causing a lot more confusion and chaos in the process. However, if the good team puts all their resources into finding the Evil Twin, they may not find the Demon in time afterwards. Balance and forethought will be key.

**Clockmaker, Mathematician, Town Crier, Savant, Artist, Sweetheart, Witch, No Dashii.** This setup is similar to the first example, but with the addition of the Mathematician, Town Crier, Savant, and Sweetheart. The No Dashii has lots of great Townsolk to poison, but the Savant and Mathematician can learn who the No Dashii is fairly quickly if they are clever. The Witch is scary, particularly with the Sweetheart in play, but the Clockmaker and Artist can coordinate to find the second evil player once they have a lead on the first. This setup is better for more careful, thoughtful players.

**Clockmaker, Philosopher, Flowergirl, Mathematician, Sage, Mutant, Cerenovus, Vortex.** Prepare for a wild game! The Vortex will create false information for crucial characters, while the Cerenovus and Mutant cause chaos and sow mistrust. You will need to be familiar with *madness* and how it differs slightly with these two characters' abilities, but if the players understand too, things could get very silly indeed. This game leans toward unusual bluffing, confusing accusations, and a dynamic, over-the-top experience.