

# Sects & Violets

## by The Pandemonium Institute

### 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 and 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.

### 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.

### 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.



#### 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 neighbour. [-1 Outsider]

### DEMONS



#### Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.



#### Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



#### Butcher

Each day, after the 1st execution, you may nominate again.

### TRAVELLERS



#### 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.



#### 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.



#### 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.



#### No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



#### Vortex

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



#### Deviant

If you were funny today, you cannot die by exile.



#### Harlot

Each night\*, choose a living player: if they agree, you learn their character, but you both might die.