

Sects & Violets - First Night

by The Pandemonium Institute



Dusk

Start the Night Phase.



Barista

Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Philosopher

The Philosopher might choose a character. If necessary, swap their character token.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info

If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Evil Twin

Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Witch

The Witch chooses a player.



Cerenovus

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

Sects & Violets - Other Nights

by The Pandemonium Institute



Dusk

Start the Night Phase.



Harlot

The Harlot points at any living player. Then, put the Harlot to sleep. Wake the chosen player, show them the THIS CHARACTER SELECTED YOU token, then the Harlot token. That player either nods their head yes or shakes their head no. If they nodded their head yes, wake the Harlot and show them the chosen player's character token. Then, you may decide that both players die.



Bone Collector

The Bone Collector either shakes their head no or points at any dead player. If they pointed at any dead player, put the Bone Collector's 'Has Ability' reminder by the chosen player's character token. (They may need to be woken tonight to use it.)



Philosopher

The Philosopher might choose a character. If necessary, swap their character token.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Witch

The Witch chooses a player.



Cerenovus

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Fang Gu

The Fang Gu chooses a player. If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the YOU ARE and Fang Gu tokens & give a thumbs-down.



No Dashii

The No Dashii chooses a player.



Vortox

The Vortox chooses a player.



Vigormortis

The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Barista

Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



Sage

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Flowergirl

Either nod or shake your head.



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Juggler

Give a finger signal.



Mathematician

Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.