

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 & 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.

Mutant



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

Sweetheart



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

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 neighbor. [-1 Outsider]

Barista



Each night, until dusk, 1) a player becomes sober, healthy & 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.

OUTSIDERS

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 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.

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.

MINIONS

DEMONS

TRAVELERS