Sects & Violets *by Scriptorium*

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.



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



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.

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.



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.

DEMONS



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. **[+1 Outsider]**



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

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* Not the first night

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FIRST NIGHT

- Dusk
- Philosopher
- Minion Info
- Demon Info
- Snake Charmer
- Evil Twin
- Witch
- Cerenovus
- Clockmaker
- Dreamer
- Seamstress
- Mathematician
- Dawn

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

OTHER NIGHTS

- Dawn
- Mathematician
- Juggler
- Seamstress
- Oracle
- Town Crier
- Flowergirl
- Dreamer
- Sage
- Sweetheart
- Barber
- Vigormortis
- Vortox
- No Dashii
- Fang Gu
- Pit-Hag
- Cerenovus
- Witch
- Snake Charmer
- Philosopher
- Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
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.

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OTHER NIGHTS

Dusk	Start the Night Phase.
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. ● ●
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.

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