Vizier We Go Again v1.0.0 v1.0.0 by DrNecrotech

Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Flowergirl
Each night*, you learn if a Demon voted today.



Oracle
Each night*, you learn how many dead players are evil.



Undertaker
Each night*, you learn which character died by execution today.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



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.



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



Kazali
Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Preacher
6. Poisoner
7. Snake Charmer
8. Witch
9. Cerenovus
10. Mezepheles
11. Pixie
12. Amnesiac
13. Investigator
14. Empath
15. Fortune Teller
16. Seamstress
17. Dawn

FABLED, JINXES & LORIC

Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

Vizier & Preacher

If the Vizier loses their ability, they learn this, and cannot die during the day.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Preacher
4. Poisoner
5. Snake Charmer
6. Witch
7. Cerenovus
8. Mezepheles
9. Imp
10. Vigormortis
11. Amnesiac
12. Empath
13. Fortune Teller
14. Undertaker
15. Flowergirl
16. Oracle
17. Seamstress
18. Dawn

PLAYER COUNT

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

First Night

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1 D **Dusk**
Start the Night Phase.

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

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Poppy Grower**
Do not inform the Demon/Minions who each other are

5  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

6  **Poisoner**
The Poisoner points to a player. That player is poisoned.

7  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

8  **Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

9  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

10  **Mezepheles**
Show the Mezepheles their secret word.

11  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

12  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

14  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

15  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

16  **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

17 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8  **Mezepheles**
Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.

9  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

10  **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

11  **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

14  **Undertaker**
If a player was executed today: Show that player's character token.

15  **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

16  **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

17  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

18 **Dawn**
Wait for a few seconds. End the Night Phase.