Vat of Violet Acid (Vova) v1.0.0 *by Vladka*

TOWNSFOLK



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.



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.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Snake Charmer

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

OUTSIDER



Mutant

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



Sweetheart

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

MINION



Cerenovus

Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

DEMON



Vigormortis

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



No Dashii

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Snake Charmer
6. Witch
7. Cerenovus
8. Mathematician
9. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Snake Charmer
4. Witch
5. Cerenovus
6. No Dashii
7. Vigormortis
8. Sweetheart
9. Flowergirl
10. Mathematician
11. D — 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 

Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

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

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 

Mathematician

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

9 D

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

Philosopher

If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 

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.

4 

Witch

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

5 

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.

6 

No Dashii

The No Dashii points to a player. That player dies.

7 

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.

8 

Sweetheart

Choose a player that is drunk.

9 

Flowergirl

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

10 

Mathematician

Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

11 D

Dawn

Wait for a few seconds. End the Night Phase.