

GATHERING of the WICKED

Disney
VILAINS

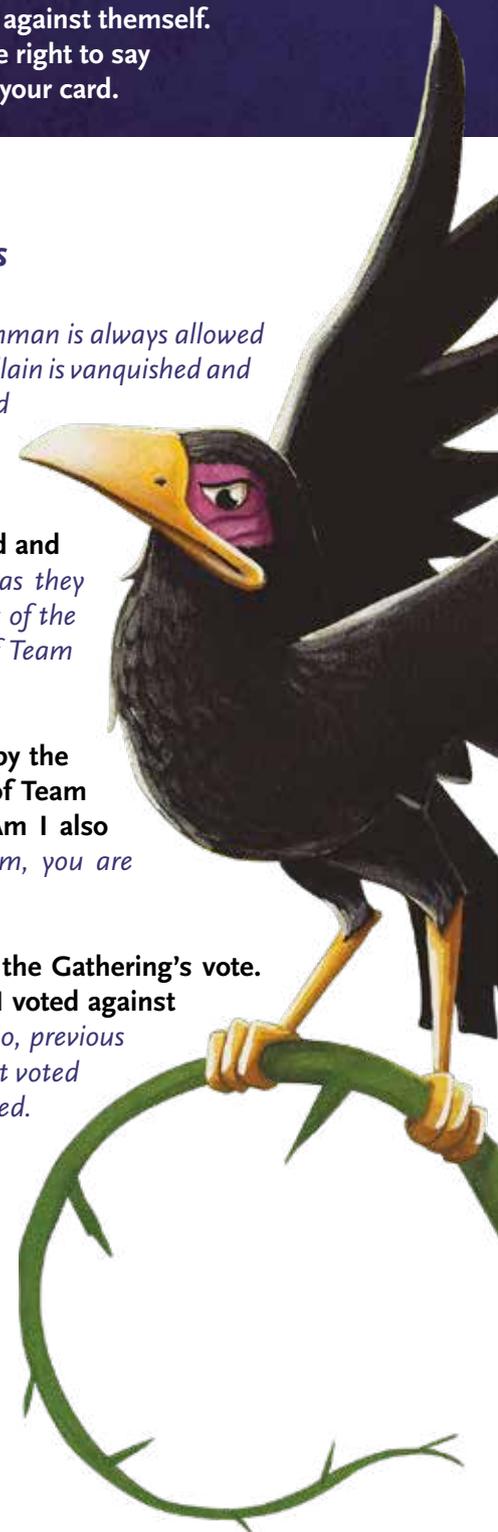


Reminder:

- Generally speaking, a player cannot vote or use a damaging power against themselves.
- When playing The Werewolves of Miller's Hollow, you have the right to say anything you want, truths or lies, as long as you do not show your card.

Henchman – Villain Interactions

- **I am a Henchman: When can I vote against my Villain?** *A Henchman is always allowed to vote against their Villain counterpart but at their own risk: if the Villain is vanquished and was a Member of Team Mayhem, then the Henchman is vanquished too. However, nothing prevents the Henchman from accusing their Villain during the debates.*
- **I am a Henchman: I vote against my Villain. They are vanquished and were a Member of Team Mischief. Am I also vanquished?** *No, as they were a member of Team Mischief, you made the right choice in the eyes of the Gathering. The game continues for you (even if you are a member of Team Mischief.)*
- **I am a Henchman: My Villain is vanquished by the Gathering's vote. The Villain was a Member of Team Mayhem, and I did not vote against them. Am I also vanquished?** *No, as you didn't vote against them, you are not vanquished.*
- **I am a Henchman: My Villain is vanquished by the Gathering's vote. The Villain was a Member of Team Mayhem, and I voted against them on a previous vote. Am I also vanquished?** *No, previous votes are not taken into account, and as you have not voted against them this time around, you are not vanquished.*
- **I am a Henchman: Can I vanquish my Villain during the night?** *Whatever happens during the night remains secret to the eyes of the Gathering. A Henchman incurs no penalty due to eliminating their Villain by night.*
- **I am a Villain: Can I vote against my Henchman as I see fit?** *Absolutely! But you risk losing an ally or, to say the least, someone who will think twice before voting against you.*



Members of Team Mischief:

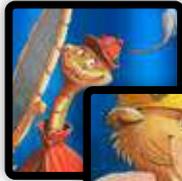
- I am a Member of Team Mischief, and Mother Gothel locked me away during the night. What happens then? Nothing in particular. You can participate in eliminating a Gathering's member together with your friends of Team Mischief.
- I am the Narrator. The Members of Team Mischief cannot reach an agreement about their victim during the night. What to do? If the Members of Team Mischief cannot reach an agreement, after a reasonable amount of time per the Narrator's assessment, there is no victim of the Team Mischief on that night.
- I am a Villain with a night-time power acting after the Members of Team Mischief (Hades and the Queen). Can I use my power if I am a victim of Team Mischief? Yes, the victim of Team Mischief is only vanquished at the start of the following morning. If the victim has a night-time power, they can use it normally during the night.

Additional details about the characters and their powers:



Maleficent and Diablo:

- Maleficent can reveal the Alignment of the player Diablo spied on during the night, but either of them can lie. Remember that in *The Werewolves of Millers Hollow* game, you have the right to say absolutely anything you want, truth or lie, as long as you don't show your card.
- Maleficent cannot ask Diablo to spy on himself or her.
- Maleficent must send Diablo to spy on a player each night.
- Maleficent can send Diablo to spy on the same player several times.
- If one of the two characters is vanquished, the other loses their power and will not be woken up the following nights.



Prince John (and the Crown):

- If the members of Team Mischief are, in number, greater than or equal to the members of Team Mayhem, Team Mischief instantly wins the game, even if the Crown is in play.
- In the case of a tie, the player who possesses the Crown must choose a player among the accused ones.
- Prince John can choose a different player from the one he initially voted against.
- In case Prince John is involved in a tie, he can choose himself.
- If a Henchman with the Crown decides to vanquish their Villain, they only incur elimination (see *Henchmen Rules*) if they voted against that Villain during the Gathering's vote.
- If no player plays Prince John, the Narrator can freely choose to give the Crown to a player at any time during the game (Gathering's vote, arbitrary choice, random draw, etc.).



The Queen of Hearts:

- The Queen of Hearts cannot use her power against herself.
- The vote resulting from the use of the Queen of Hearts' power replaces the Gathering's vote, and the *Henchmen Rules* apply if a Henchman votes to vanquish their Villain in this way.
- A tied vote always means that the player targeted by the Queen of Hearts' power is pardoned, even if the Crown is in play.



Hades:

- Hades can reveal the player he saved from elimination (but can very well lie).
- Hades cannot save a player from being eliminated by the Gathering's vote or another power, except for the victim of Team Mischief at night.
- The Narrator can no longer wake him up once his one-time power has been used.

Mother Gothel:

- Mother Gothel can reveal the player she saved from elimination (but can very well lie).
- Mother Gothel's power does not protect against the Queen's power.





Hades – Mother Gothel Interactions:

- If there is no victim during the night (for example, thanks to Mother Gothel), the Narrator reveals no one to Hades but keeps saying aloud that they are revealing the victim to Hades and ask him if he wants to use his power to save the victim. The answer will automatically be “no,” but Hades will be able to take credit for saving the victim.
- The Narrator must not reveal who saved the victim from Team Mischief to the Gathering. If it were Hades, the Gathering would only find out the following night as the Narrator would not wake him up.



Captain Hook:

- After the night victims are revealed, Captain Hook must choose his prisoner, with no prior debate. He will be able to explain his choice but not change it.
- Voting against Captain Hook’s prisoner has no repercussions on Captain Hook.
- The prisoner is freed before each night. If Captain Hook is vanquished the following night, his former prisoner is not vanquished.
- If Captain Hook is targeted by the Queen of Hearts’ power and is vanquished following this vote, his prisoner is also vanquished.



- If a Villain, as a prisoner, is vanquished following a vote against Captain Hook, the Henchmen Rules apply only if his Henchman voted against the prisoner. If the Henchman voted against Captain Hook, indirectly causing their Villain to be vanquished, the Henchmen Rules do not apply.
- If the Gathering’s vote vanquishes Captain Hook, then his prisoner is simultaneously vanquished.



Shere Khan:

- A player can be vanquished without anyone voting against them if they obtain a majority of votes due to their Claw mark cards.
- If the Queen of Hearts uses her power on a marked player, each Claw mark card counts as a vote for their elimination.
- If Shere Khan votes to eliminate a player the Queen of Hearts targeted with her power and that such player is pardoned, they receive a Claw mark card. They do not receive it if Shere Khan voted for their pardon.
- The Claw mark cards of the vanquished players are returned to Shere Khan. Materials are not limiting: If you do not have enough Claw mark cards, use another replacement card.



Anastasia and Drizella:

- Since Anastasia and Drizella are Henchmen, no penalty is incurred if they vote against each other.

The Queen:

- After the Queen has used her one-time power, the Narrator must no longer wake her up.
- If there is no victim during the night, the Narrator reveals no one to the Queen.



Cruella (promotional Character):

- Cruella must use her power on each turn.
- Cruella cannot use her power against herself.
- Cruella can use her power to force a Henchman to vote against their Villain.

Yzma (promotional Character):

- After Yzma has used her one-time power, the Narrator must no longer wake her up.
- If there is no victim during the night, the Narrator reveals no one to Yzma.
- Mother Gothel’s power does not protect from Yzma’s power.
- The Llama card is given to the player targeted by Yzma’s power at sunrise, together with the announcement of the night victims.
- If Yzma uses her power on Shere Khane, the Claw mark cards already dealt remain in play. (However, he will not be able to deal any other.)
- If Yzma uses her power on a marked player, they keep their Claw mark cards.
- If Yzma uses her power on the player who possesses the Crown, they keep it. They will no longer be able to vote but will always be able to break the ties and will have to pass on the Crown if they are vanquished.



Game call-out sequence update

NIGHT

- o Maleficent*
- o Diablo*
- o Maleficent + Diablo*
- o Mother Gothel*
- o Mischiefs*
- o Hades*
- o The Queen*
- o Yzma*

DAY

- o The Gathering awakes*
- o Captain Hook*
- o Queen of Hearts*
- o Debate*
- o Cruella*
- o Vote*
- o Shere Khan's Claws*
- o The Gathering goes to sleep.*

Additional tips to the Narrator:

- When you feel that everyone has had a chance to express themselves and that the debates are less heated, proceed promptly to voting.
- Some players are experienced debaters, while others are not. Encourage the shy players to speak up and ask them: "In your opinion, who was the most suspicious?" If the discussion comes to a stop, you can resume it by asking the players: "Did you make up your mind? Who will you vote against?" If a strongly accused player does not defend themselves much, ask them: "The Gathering suspects you. What do you have to say in your defense?"

6-player Variant:

- If there are 6 experienced players (and 1 Narrator), you can try playing the 6-"expert"-player variant. The rules remain unchanged, but the Gathering is made of 6 Villains and no Henchman:

o Hades

o Mother Gothel

o Prince John

o Captain Hook

o Shere Khan

o Queen of Hearts



We are grateful to all the early players and testers who helped establish this FAQ!
Let's not forget about our future players! Their comments will enrich it.

The Zygomatic team

