

Fiddler on the Roof - First Night

by rsar



Dusk Start the Night Phase.



Toymaker Resolve the Minion Info and Demon Info steps even though there are fewer than 7 players.



Apprentice Show the Apprentice the YOU ARE card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's IS THE APPRENTICE reminder by that 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.



Snitch Wake each Minion. Show the THESE CHARACTERS ARE NOT IN PLAY token and three not-in-play character tokens. Put each Minion to sleep.



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.



Sailor The Sailor chooses a living player.



Lleech The Lleech chooses a player.



Courtier The Courtier might choose a character.



Devil's Advocate The Devil's Advocate chooses a living player.



Amnesiac Run the Amnesiac's ability, if applicable.



Butler The Butler chooses a player.



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



Vizier Announce the Vizier player to the group.

Fiddler on the Roof - Other Nights

by rsar



Dusk

Start the Night Phase.



Togmaker

If it is a night when a Demon attack could end the game, and the Demon is marked *FINAL NIGHT: NO ATTACK*, then the Demon does not act tonight. (Do not wake them.)



Bone Collector

The Bone Collector either shakes their head no or points at any dead player. If they pointed at any dead player, put the Bone Collector's 'Has Ability' reminder by the chosen player's character token. (They may need to be woken tonight to use it.)



Sailor

The Sailor chooses a living player.



Courtier

The Courtier might choose a character.



Innkeeper

The Innkeeper chooses 2 players.



Monk

The Monk chooses a player.



Devil's Advocate

The Devil's Advocate chooses a living player.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



Exorcist

The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.



Legion

A player might die.



Zombuul

If no one died today, the Zombuul chooses a player.



Lleech

The Lleech chooses a player.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



Professor

The Professor might choose a dead player.



Amnesiac

Run the Amnesiac's ability, if applicable.



Butler

The Butler chooses a player.



Dawn

Wait for a few seconds. End the Night Phase.