

Fiddler on the Roof - First Night

by rsar



Dusk | None



Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



Snitch

After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.



Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



Lleech

The Lleech points to a player. Place the Poisoned reminder token.



Courtier

The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.



Devil's Advocate

The Devil's Advocate points to a living player. That player survives execution tomorrow.



Amnesiac

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



Butler

The Butler points to a player. Mark that player as 'Master'.



Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



Vizier

Announce 'The Vizier is in play' and state which player they are.

Fiddler on the Roof - Other Nights

by rsar



Dusk | Check that all eyes are closed. Some travellers act.



Sailor | The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



Courtier | Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.



Innkeeper | The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



Monk | The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



Devil's Advocate | The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



Scarlet Woman | If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.



Exorcist | The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.



Legion | Choose a player, that player dies.



Zombuul | If no-one died during the day: The Zombuul points to a player. That player dies.



Lleech | The Lleech points to a player. That player dies.



Sweetheart | Choose a player that is drunk.



Professor | If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.



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



Butler | The Butler points to a player. Mark that player as 'Master'.



Dawn | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.