

Fiddler on the Roof

by rsar

TOWNSFOLK

Sailor

 Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Innkeeper

 Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

Monk

 Each night*, choose a player (not yourself): they are safe from the Demon tonight.

Exorcist

 Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Amnesiac

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

Courtier

 Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.

Professor

 Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.

Snitch

 Each Minion gets 3 bluffs.

Butler

 Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Devil's Advocate

 Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

Scarlet Woman

 If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

Lleech

 Each night*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

Legion

 Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Apprentice

 On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bone Collector

 Once per game, at night*, choose a dead player: they regain their ability until dusk.

Djinn

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

Fiddler

 Once per game, the Demon secretly chooses an opposing player: all players choose which of these 2 players win.



If the Cannibal gains the Butler ability, the Cannibal learns this.



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



If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

OUTSIDERS

MINIONS

DEMONS

TRAVELERS

FABLED

JINKES



Soldier

You are safe from the Demon.



Fool

The 1st time you die, you don't.



Pacifist

Executed good players might not die.



Tea Lady

If both your alive neighbors are good, they can't die.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Goon

Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Sweetheart

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



Vizier

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



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Zomboul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Scapegoat

If a player of your alignment is executed, you might be executed instead.



Sentinel

There might be 1 extra or 1 fewer Outsider in play.



Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.



If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.