Tarts'n'Vicars v1.0.0 *by Rad*

Hell's Librarian · Angel · Buddhist · Djinn · Sentinel

TOWNSFOLK



Cannibal

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



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Banshee

If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Exorcist

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



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Monk

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



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Tea Lady

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

OUTSIDER



Sweetheart

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



Saint

If you die by execution, your team loses.



Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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)



Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

DEMON



Legion

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



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

Tarts'n'Vicars — by Rad

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. King
5. Preacher
6. Devil's Advocate
7. Damsel
8. Cult Leader
9. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Yaggababble & Exorcist

If the Exorcist chooses the Yaggababble, the Yaggababble does not kill tonight.

Heretic & Pit-Hag

Only 1 jinxed character can be in play.

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Pit-Hag & Cult Leader

If the Pit-Hag turns an evil player into the Cult Leader, they can't turn good due to their own ability.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

FABLED

Hell's Librarian

Something bad might happen to whoever talks when the Storyteller has asked for silence.

Angel

Something bad might happen to whoever is most responsible for the death of a new player.

Buddhist

For the first 2 minutes of each day, veteran players may not talk.

Djinn

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

Sentinel

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

RECOMMENDED TRAVELLERS

Deviant

If you were funny today, you cannot die by exile.

Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Scapegoat

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

OTHER NIGHTS

1. D — Dusk
2. Preacher
3. Monk
4. Devil's Advocate
5. Pit-Hag
6. Scarlet Woman
7. Exorcist
8. Legion
9. Sweetheart
10. Choirboy
11. Damsel
12. King
13. Cult Leader
14. 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		**King** Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
5		**Preacher** The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
7		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
8		**Cult Leader** If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
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 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

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

7 **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.

8 **Legion**
Choose a player, that player dies.

9 **Sweetheart**
Choose a player that is drunk.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

12 **King**
If there are more dead than living, show the King a character token of a living player.

13 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.