

Templar

RULES AND GUIDELINES
©2017 ZEBIRTH STUDIOS

Rules

Templar provides players with the ability to trick their friends into following their words, but each role has their own jobs and goals. Players must follow a general rule set to make sure everyone has fun, but house rules are encouraged.

- Choose one player to be the game moderator. This player is responsible for running the game while the other players will be role playing.
- All players, excluding the moderator, should be given a role card.
 - There must always be at least 1 non-Town killing role
 - There must always be at least 1 town role
- All players will have to close their eyes and wait for their turn during the night phase
- During the night phase:
 - All players must wake up for their turn or their turn will be skipped.
 - The moderator must only call out roles that were available in the deck.
 - Players should remain in their place and declare their actions as the moderator asks.
 - The declaration needs to be as silent as possible
- You should never reveal your card unless prompted by the moderator.
 - If you are alive, you are never to reveal your card unless your role card tells you otherwise (i.e. the Lord)
 - If you die and your role is not hidden, you should hold your card revealed so other players can see what you were

Components

- 2 Templar
 - 1 Master Templar
 - 1 Templar Knight
- 2 Neutral
 - 1 Amnesiac
 - 1 Jester
- 5 Town
 - 1 Apothecary
 - 1 Knight
 - 1 Sheriff
 - 1 Jailor
 - 1 Lord

Setup

This demo is made for 5-10 players, including the moderator. To initially set up a game, the group should pick and choose all the roles they want in the game. Make sure there are as many roles as there are players, excluding the moderator. Choose one player to be the moderator. Finally, the moderator shuffles the deck of chosen roles, then distributes one card to each player.

Demo Deck Guide

The demo provides a basic deck of 9 roles to choose from, outlined below. Remember one player must be the moderator, so you need one less role than you have people!

Role	Description	Quantity
Master Templar	Your role as the Master Templar is to lead the Templar. You are invulnerable at night. You are immune to detection (Always innocent). All role blocks fail against you. You are instead a Templar Knight if you are alone.	1
Templar Knight	A member of the Templar. Each night, vote with the other members to choose who to kill.	1
Amnesiac	You don't remember who you are. At night, you may convert to any role in the graveyard.	1
Jester	Try to die by being lynched. One random person who voted you guilty dies the next night.	1
Knight	You may go on alert, killing anyone who visits you at night. You may only go on alert twice per game.	1
Apothecary	You can visit one person each night to save them if they are attacked.	1
Jailor	Jail and role block one player each night. You can ask one question anonymously to the jailed person, with the option to execute them. You may only execute once per game.	1
Lord	You are the Lord of the town, and want to restore order. You may reveal yourself to have your vote count as 4 votes. Only one Lord or Thane may be in the game.	1
Sheriff	You can check one person each night for criminal activity (innocent or criminal).	1

Playing the Game

The game begins on the first night. Each role that has a night action will be prompted by the moderator for an action. Remember to keep it silent so others don't figure out your role! The moderator should follow the turn order below for the night time. At the start of the day, the moderator should declare who has died, and how. During the day, a discussion about what was found out the previous night should be held. After two minutes the moderator should stop discussion and ask for a vote on the beheading. The vote takes one more than half the players alive to go through to trial. After being put up for trial, the defendant gets 30 seconds give a defense. After the defense, a vote is put through of innocent or guilty. Players **do not** have to vote. If more than half of the votes are guilty, the person is beheaded.

Turn Order

The overall turn order for the demo goes as follows:

1. Knight
2. Apothecary
3. Jailer
4. Amnesiac
5. Sheriff
6. Templar / Spy / Boatswain (Pirates Expansion)
 1. Master Templar chooses kill target
 2. Chaplain Brother choose if the target is cleaned
 3. Scribe choose one target to frame
 4. Seneschal choose target to receive intel on
 5. Brute chooses who to silence
 6. Lay Servant choose house to hide in

Moderator Table of Turn Order At Night			
Faction	Alignment	Name	Description
Town	Good	Knight	You may go on alert, killing anyone who visits you at night. You may only go on alert twice per game.
Town	Good	Apothecary	You can visit one person each night to save them if they are attacked.
Town	Good	Jailor	Jail and role block one player each night. You can ask one question anonymously to the jailed person, with the option to execute them. You may only execute once per game.
Neutral	Neutral	Amnesiac	You don't remember who you are. At night, you may convert to any role in the graveyard.
Town	Good	Sheriff	You can check one person each night for criminal activity (innocent or criminal).
TEMPLAR			
Templar	Evil	Master Templar	Your role as the Master Templar is to lead the Templar. Each night, send your Templar Knight out to eliminate your target. You are invulnerable at night. You are immune to detection (Always innocent). All role blocks fail against you. You are instead a Templar if you are alone.

Moderator Table for Roles With No Job At Night			
Faction	Alignment	Name	Description
Templar	Evil	Templar Knight	You are a member of the Templar sent to kill the chosen target. If you are alone, you choose the target.
Neutral	Neutral	Jester	Try to die by being lynched. One random person who voted you guilty dies the next night.
Town	Good	Lord	You are the mayor of the town, and want to restore order. You may reveal yourself to have your vote count as 4 votes. Only one Lord or Thane may be in the game.