

The Pharaoh - First Night

by Mysticsquire



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.



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



Corvee | Wake up the Corvee and have them choose a player, if that player is a Townsfolk they are drunk from now on.



Marionette | Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.



Slave | Wake up the Slave and tell them a good player.



Peasant | Wake up the Peasant and have them choose a player.



Robber | Show the Robber a not-in-play Townsfolk token



Influencer | Wake up the Influencer and ask if they wish to choose a player, if they do tell that player they can nominate tomorrow.



Pharaoh | Wake up the Pharaoh and they may choose a player, if they do that player is poisoned.



Ruling Class | Wake up both Gemini and have them decide who will be even and who will be odd.



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



Dreamer | The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



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.

The Pharaoh - Other Nights

by Mysticsquire



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



Tyrant | Have the Tyrant choose a player, that player has the abilities of the player the Tyrant nominated and executed yesterday.



Executioner | The Executioner may choose a player, if they do that player dies.



Corvee | Wake up the Corvee and have them choose a player, if that player is a Townsfolk they are drunk from now on.



Influencer | If the influencer has not yet used their ability



Slave | If the known player dies the Slave may nominate the next day.



Peasant | Wake up the Peasant and have them choose a player. If they were nominated yesterday tell them how many chosen players are not Townsfolk.



Merchant | If the majority of alive players were nominated yesterday the Merchant learns an alive character.



Counsellor | If the Counsellor nominated a player yesterday, tell them yes if the nominee was evil or no if they were good.



Jester | If the Jester was nominated for the second time yesterday, tell them what Minions are in play.



Snooper | If the Snooper nominated someone yesterday, show them that player's character.



Pharaoh | If the Pharaoh has not yet used their ability, wake up the Pharaoh and they may choose a player, if they do that player is poisoned.



Ruling Class | Wake up Greed and have them decide whether to live or die.



Anubis | If Anubis has not acted twice, wake up Anubis and they may choose a player, if they do that player becomes drunk and doesn't count towards win conditions.



Dreamer | The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



Oracle | Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.



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.