












# First Night

# Fall of Rome

M	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.
D	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
	Hannibal	Select 2 good players and place the IS HANNIBAL reminder tokens. Wake all Minions together, show them the Hannibals and show them three not-in-play character tokens (these must be the same).
	Temptress	The Temptress points to two players. Place the SEDUCED token next to the two players. Wake the two players separately. Show the 'This character selected you' card, then the Temptress token.
	Cleopatra	Cleopatra points to two players.
	Haruspex	The Haruspex points to a player. Show that player's character token. Place a FORETOLD token next that player.
	Winemaker	Place either the ODD or EVEN token. If ODD, the Winemaker is drunk on the 1st night and every other night after. Otherwise: the Winemaker is drunk on the 2nd night and every other night after.
	The Twins	Point to a player. Place the REMUS token next to that player.
	Physician	The Physician points to two players not themselves. Mark both players with the PATIENT token.
	Sculptor	Point to a player. Place the SCULPTURE token next to that player.
	Vestal Virgin	Show 1 good and 1 evil character token: one of these is in play. Place the LEARNS next to the in-play character.
	Legionary	Show the hand signal for the number (0, 1, 2, etc.) of living evil players between the Legionary and the next clockwise Legionary (exclusive).
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

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	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Scholar</b>	If the Scholar nominated an Outsider today, place the NO ABILITY token. Wake the nominated player. Show 'You are', then their new character token.
	<b>Temptress</b>	If a player with a SEDUCED token is executed and dies, remove their SEDUCED token. The player with the remaining SEDUCED turns evil. Remove their SEDUCED token and replace it with the EVIL token. Wake the evil player and show them the 'You are' card and the thumbs down evil signal.
	<b>Mercenary</b>	Show the Mercenary a character that publicly claimed to be Spartacus today, they have that ability tonight and tomorrow until dusk.
	<b>High Priest</b>	If the High Priest successfully blessed a player today, something good happens to that player and/or their team.
	<b>High Priest</b>	If the High Priest successfully blessed a player today, wake the High Priest. The High Priest chooses whether the statement is true tomorrow with a hand signal (true "thumbs up", false "thumbs down").
	<b>Architect</b>	The Architect points to a player. Choose which ability will effect the chosen player. Treat them accordingly (not-in-play character or character swap). Wake affected players individually. Show 'You are', then their new character token.
	<b>Emperor</b>	If a player was executed today and the outcome was not overturned by the Emperor: Show the hand signal (thumbs down 'evil', thumbs up 'good') for the players alignment.
	<b>Winemaker</b>	Check which ODD or EVEN token is placed. If an odd night and the ODD token is placed, the Winemaker is drunk until dusk. If an even night and the EVEN token is placed, the Winemaker is drunk until dusk. Otherwise their Townsfolk neighbours are drunk until dusk.
	<b>The Twins</b>	If The Twins has a TOWNSFOLK DRUNK token, all Townsfolk are drunk until dusk.
	<b>Physician</b>	Remove all PATIENT tokens. The Physician points to two players not themselves. Mark both players with the PATIENT token. If a player with a PATIENT token was killed by the Demon, place the 1ST DEMON token next to the Physician and wake the Physician and show them Demon token.
	<b>Cleopatra</b>	If a previously chosen player nominated today they die. Remove all CHOSEN tokens. Cleopatra points to two players. Place the CHOSEN token next to both players.
	<b>Crassus</b>	Crassus points to a player. That player dies. If the 1st Crassus publicly claimed to be Spartacus today and points to themselves (or was executed), with 5 or more players alive, replace the character of 1 evil player with a spare Crassus token. Show the 'You are' card, then the Crassus token.
	<b>Hannibal</b>	Choose a player, that player dies. If a Hannibal died today, wake that player and show them the 'You are' card, the Hannibal token and then the thumbs up good signal.
	<b>Caesar</b>	If an evil player was executed today, Caesar points to two players. Otherwise: Caesar points to a player. Chosen players die.
	<b>Haruspex</b>	The Haruspex points to a player. Show that player's character token. Place a FORETOLD token next that player: if that player already has a FORETOLD token. That player dies, also place the CAN'T KILL token next to the Haruspex.
	<b>Blacksmith</b>	If the Blacksmith was killed by a Demon. Show the Blacksmith a not-in-play Townsfolk character token. Swap the not-in-play character token with the Blacksmith token. Place the IS THE BLACKSMITH token next to the not-in-play character token. Wake the Blacksmith and show 'You are', then their new character ability.
	<b>Gladiator</b>	If the Gladiator used their ability today wake the Gladiator and the player they chose: both players silently play roshambo (rock "fist", scissors "two fingers" or paper "flat hand"). If they both chose the same, play again. Play until someone wins. The loser dies.
	<b>Sculptor</b>	If the player with the SCULPTURE token nominated today. Show the Sculptor an evil thumbs down sign if the nominated player is evil. Otherwise: show the Sculptor a good thumbs up sign. Remove the NOMINATED token (if any).
	<b>Vestal Virgin</b>	If the player with the LEARNS token died today, remove the token. Show 1 good and 1 evil character token: one of these is in play. Place the LEARNS next to the in-play character.
	<b>Legionary</b>	Show the hand signal for the number (0, 1, 2, etc.) of living evil players between the Legionary and the next clockwise Legionary (exclusive).
	<b>Trumpeter</b>	Show the hand signal for the number (0, 1, 2, etc.) of evil players who publicly claimed to be Spartacus today.
	<b>Mortician</b>	If a player was executed today: Show the head signal (nod 'yes', shake 'no') for whether one of the neighbours is evil.
	<b>Standard Bearer</b>	If the Standard Bearer's public statement was true: show the head signal (nod 'true'). Otherwise: show the head signal (shake 'false').
	<b>Actor</b>	If the Actor used their ability today: Show the hand signal for the number (0, 1, 2, or 3) of CORRECT markers. Place the NO ABILITY marker.
	<b>Merchant</b>	If the Merchant has not yet used their ability: the Merchant either shows a shake 'no' head signal, or a nod 'yes' head signal. If the Merchant chose 'yes', show the character tokens of players with a NOMINATED token (in any order). Place the NO ABILITY token.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.