

































First Night

The Pharaoh

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

	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.