

































# First Night

# The Pharaoh

	<b>Minion Info</b>	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.
	<b>Demon Info</b>	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
	<b>Marionette</b>	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.
	<b>Corvee</b>	Wake up the Corvee and have them choose a player, if that player is a Townsfolk they are drunk from now on.
	<b>Slave</b>	Wake up the Slave and tell them a good player.
	<b>Peasant</b>	Wake up the Peasant and have them choose a player.
	<b>Robber</b>	Show the Robber a not-in-play Townsfolk token
	<b>Influencer</b>	Wake up the Influencer and ask if they wish to choose a player, if they do tell that player they can nominate tomorrow.
	<b>Pharaoh</b>	Wake up the Pharaoh and they may choose a player, if they do that player is poisoned.
	<b>Ruling Class</b>	Wake up both Gemini and have them decide who will be even and who will be odd.
	<b>Butler</b>	The Butler points to a player. Mark that player as 'Master'.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.
	<b>Vizier</b>	Announce 'The Vizier is in play' and state which player they are.

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Tyrant</b>	Have the Tyrant choose a player, that player has the abilities of the player the Tyrant nominated and executed yesterday.
	<b>Executioner</b>	The Executioner may choose a player, if they do that player dies.
	<b>Corvee</b>	Wake up the Corvee and have them choose a player, if that player is a Townsfolk they are drunk from now on.
	<b>Influencer</b>	If the influencer has not yet used their ability
	<b>Slave</b>	If the known player dies the Slave may nominate the next day.
	<b>Peasant</b>	Wake up the Peasant and have them choose a player. If they were nominated yesterday tell them how many chosen players are not Townsfolk.
	<b>Merchant</b>	If the majority of alive players were nominated yesterday the Merchant learns an alive character.
	<b>Counsellor</b>	If the Counsellor nominated a player yesterday, tell them yes if the nominee was evil or no if they were good.
	<b>Jester</b>	If the Jester was nominated for the second time yesterday, tell them what Minions are in play.
	<b>Snooper</b>	If the Snooper nominated someone yesterday, show them that player's character.
	<b>Pharaoh</b>	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.
	<b>Ruling Class</b>	Wake up Greed and have them decide whether to live or die.
	<b>Anubis</b>	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.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Oracle</b>	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
	<b>Butler</b>	The Butler points to a player. Mark that player as 'Master'.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.