Court of Miracles – First Night
by Angelus Morningstar

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
	King	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	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.
	Widow	Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
	Mezepheles	Show the Mezepheles their secret word.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Washerwoman	Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
	Librarian	Show the character token of an Outsider in play. Point to two players, one of which is that character.
	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.

Court of Miracles – Other Nights
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🌙	**Dusk**	Check that all eyes are closed. Some travellers act.
🪶	**Mezepheles**	Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
💋	**Scarlet Woman**	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
🐾	**Lycanthrope**	The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
✋	**Legion**	Choose a player, that player dies.
🥩	**Vortox**	The Vortox points to a player. That player dies.
🏮	**Sage**	If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
🎵	**Choirboy**	If the King was killed by the Demon, wake the Choirboy and point to the Demon player.
🔨	**Undertaker**	If a player was executed today: Show that player's character token.
🐍	**Dreamer**	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
🌸	**Flowergirl**	Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
👁	**Oracle**	Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
⚜	**King**	If there are more dead than living, show the King a character token of a living player.
☂	**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.