

# Court of Miracles - First Night

by Angelus Morningstar



**Dusk** Start the Night Phase.



**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



**Demon Info** If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



**King** Wake the Demon. Show the THIS PLAYER IS token and the King token, then point to the King.



**Marionette** Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.



**Widow** Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



**Mezepheles** Show the written word.



**Pixie** Show the Townsfolk character token marked MAD.



**Washerwoman** Show the Townsfolk character token. Point to both the TOWNSFOLK and WRONG players.



**Librarian** Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



**Butler** The Butler chooses a player.



**Dreamer** The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



**Dawn** Wait for a few seconds. End the Night Phase.

# Court of Miracles - Other Nights

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**Dusk** Start the Night Phase.



**Mezepheles** If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



**Scarlet Woman** If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



**Lycanthrope** The Lycanthrope chooses a player.



**Legion** A player might die.



**Vortox** The Vortox chooses a player.



**Sage** If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.



**Choirboy** If the Demon killed the King, point to the Demon player.



**Undertaker** If a player was executed today, show their character token.



**Dreamer** The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



**Flowergirl** Either nod or shake your head.



**Oracle** Give a finger signal.



**King** If the dead equal or outnumber the living, show the character token of an alive player.



**Butler** The Butler chooses a player.



**Dawn** Wait for a few seconds. End the Night Phase.