

Court of Miracles - First Night

by Angelus Morningstar



Dusk | None



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



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.



Vortex | The Vortex 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.