Murder at the Midnight Court v2.0.1 *by Aggressively Memeing*

Djinn

TOWNSFOLK

Noble
You start knowing 3 players, 1 and only 1 of which is evil.

Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.

Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.

Oracle
Each night*, you learn how many dead players are evil.

Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.

Nightwatchman
Once per game, at night, choose a player: they learn who you are.

Fool
The first time you die, you don't.

Sage
If the Demon kills you, you learn that it is 1 of 2 players.

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

OUTSIDER

Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.

Saint
If you die by execution, your team loses.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINION

Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

Baron
There are extra Outsiders in play. [+2 Outsiders]

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON

Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

Murder at the Midnight Court — by Aggressively Memeing

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. King
5. Widow
6. Devil's Advocate
7. Pukka
8. Librarian
9. Fortune Teller
10. Butler
11. Noble
12. Nightwatchman
13. General
14. Chambermaid
15. Mathematician
16. Dawn

FABLED, JINXES & LORIC

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Mathematician & Chambermaid
The Chambermaid can detect if the Mathematician will wake tonight.

Recluse & Sage
The Recluse might register as the Demon to the Sage.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Scarlet Woman
4. Exorcist
5. Imp
6. Pukka
7. No Dashii
8. Sage
9. Choirboy
10. Fortune Teller
11. Oracle
12. King
13. Nightwatchman
14. Butler
15. General
16. Chambermaid
17. Mathematician
18. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

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

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

4 **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

5 **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.

6 **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 **Pukka**
The Pukka points to a player. That player is poisoned.

8 **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

9 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

10 **Butler**
The Butler points to a player. Mark that player as 'Master'.

11 **Noble**
Point to 3 players including one evil player, in no particular order.

12 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

13 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

14 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

Other Nights

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1 **Dusk**
Start the Night Phase.

2 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

4 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

7 **No Dashii**
The No Dashii points to a player. That player dies.

8 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

9 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

10 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

11 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

12 **King**
If there are more dead than living, show the King a character token of a living player.

13 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

14 **Butler**
The Butler points to a player. Mark that player as 'Master'.

15 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

17 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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