














Court of Miracles





TOWNSFOLK

-  **Washerwoman**
You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
-  **Pixie**
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
-  **Dreamer**
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.
-  **Flowergirl**
Each night*, you learn if a Demon voted today.
-  **Oracle**
Each night*, you learn how many dead players are evil.
-  **Undertaker**
Each night*, you learn which character died by execution today.
-  **Lycanthrope**
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.
-  **King**
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
-  **Artist**
Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **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]
-  **Virgin**
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS

-  **Butler**
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
-  **KlutZ**
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
-  **Golem**
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.
-  **Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

MINIONS

-  **Mezepheles**
You start knowing a secret word. The 1st good player to say this word becomes evil that night.
-  **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.
-  **Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
-  **Marionette**
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMONS

-  **Vortex**
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.
-  **Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]