

# 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]