




# Court of Miracles


## by Angelus Morningstar


### 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.


### 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.


### MINIONS


 **Mezephales**  
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.


 **Vortex**  
Each night\*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.


### DEMONS


 **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.

 **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.

 **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]

 **Legion**  
Each night\*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]