

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.

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



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.

DEMONS



Vortex

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



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]