



# Court of Miracles



## Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.

script by Angelus Morningstar



## High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



## Oracle

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



## Village Idiot

Each night, choose a player: you learn their alignment. **[+0 to +2 Village Idiots. 1 of the extras is drunk]**



## Lycanthrope

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



## King

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



## Nightwatchman

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



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



## Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



## Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



## Choirboy

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



## Flowergirl

Each night\*, you learn if a Demon voted today.



## Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



## Butler

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



## Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



## Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



## Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



## Mezpheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



## Marionette

You think you are a good character, but you are not. The Demon knows who you are. **[You neighbour the Demon]**



## Widow

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



## Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



## Ojo

Each night\*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



## Legion

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



## Vortex

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



## Lord of Typhon

Each night\*, choose a player: they die. **[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]**

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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