


















THE MINOTAURS LABYRINTH





TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Town Crier	Each night*, you learn if a Minion nominated today.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Slayer	Once per game, during the day, publicly choose a player: if they are the Demon, they die.
	Professor	Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.
	Seamstress	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.





OUTSIDERS

	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Klutz	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINIONS

	Godfather	You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]
	Witch	Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)

DEMONS

	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.
	Shabaloth	Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.
	Po	Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.
	Fang Gu	Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

- Dusk
- Minion info
- Demon info
- Godfather
- Witch
- Cerenovus
- Investigator
- Fortune Teller
- Clockmaker
- Seamstress
- Mathematician
- Dawn

FIRST NIGHT



THE MINOTAURS LABYRI...



JINXES



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

RECOMMENDED
















TRAVELLERS

None available

FABLED

None available

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- Dusk
- Monk
- Witch
- Cerenovus
- Scarlet Woman
- Imp
- Shabaloth
- Po
- Fang Gu
- Godfather
- Professor
- Ravenkeeper
- Fortune Teller
- Town Crier
- Seamstress
- Mathematician
- Dawn