


















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