



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]

 Minion info

 Demon info

 Godfather

 Witch

 Cerenovus

 Investigator

 Fortune Teller

 Clockmaker



 Seamstress

 Mathematician

 Dawn

First Night


The Minotaur's Labyrin...


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


Dawn 


Mathematician 

Seamstress 

Town Crier 

Fortune Teller 

Ravenkeeper 

Professor 


Godfather 


Fang Gu 

Po 

Shabaloth 

Imp 

Scarlet Woman 

Cerenovus 

Witch 

Monk 

Dusk 

The Minotaur's Labyrin...

Other Nights