The Minotaur's 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. Each night*, you learn if a Minion nominated today. Town Crier Each night*, choose a player (not yourself): they are safe from the Demon tonight. Monk Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false. Savant 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. Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected. Professor Seamstress Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment. If you die at night, you are woken to choose a player: you learn their character. Ravenkeeper 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. Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed. Cerenovus 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.

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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]



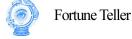














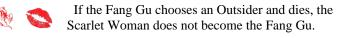






First Night

The Minotaur's Labyrin...



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