

NO GREATER JOY

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... by Steven Medway



|            |                                 |  | TOWNSFOLK | )   |
|------------|---------------------------------|--|-----------|-----|
| 3          | Clockmaker                      | You start knowing how many steps from the Demon to its nearest Minion.   |           |     |
| <b>_</b>   | Investigator                    | You start knowing that 1 of 2 players is a particular Minion.  |           |     |
| <b>2</b>   | Empath                          | Each night, you learn how many of your 2 alive neighbours are evil.  |           |     |
|            | Chambermaid                     | Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their abilit   | y.        |     |
| ¥.         | Artist                          | Once per game, during the day, privately ask the Storyteller any yes/no question.  |           |     |
| Å :        | Sage                            | If the Demon kills you, you learn that it is 1 of 2 players.   |           |     |
| 9          |                                 |  | OUTSIDERS | )—  |
| <b>)</b> ( | Drunk                           | You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.   |           |     |
|            | Klutz                           | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.   |           |     |
|            |                                 |  | MINIONS   | )—  |
|            | Scarlet Woman                   | If there are 5 or more players alive $\&$ the Demon dies, you become the Demon. (Travellers don't could be determined to the demon dies.)  | nt)       |     |
|            | Baron                           | There is an extra Outsider in play. [+1 Outsider]  |           |     |
|            |                                 |  | DEMONS    | )—— |
| ١          | lmp                             | Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.   |           |     |
|            | Klutz<br>Scarlet Woman<br>Baron | When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.  If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't cou | nt)       |     |

TOWNSFOLK Clockmaker You start knowing how many steps from the Demon to its nearest Minion. Investigator You start knowing that 1 of 2 players is a particular Minion. Empath Each night, you learn how many of your 2 alive neighbours are evil. Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability. Artist Once per game, during the day, privately ask the Storyteller any yes/no question. If the Demon kills you, you learn that it is 1 of 2 players. OUTSIDERS Drunk You do not know you are the Drunk. You think you are a Townsfolk character, but you are not. When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses. MINIONS Scarlet Woman If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count) There is an extra Outsider in play. [+1 Outsider] DEMONS  ${\it Each \, night *, \, choose \, a \, player: \, they \, die. \, If \, you \, kill \, yourself \, \, this \, way, \, a \, Minion \, becomes \, the \, Imp.}$ © Steven Medway, bloodontheclocktower.com \*Not the first Night

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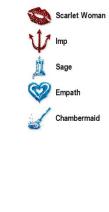


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