



NO GREATER JOY

... by Steven Medway



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.



Chambermaid

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.



Sage

If the Demon kills you, you learn that it is 1 of 2 players.



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.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron

There is an extra Outsider in play. [+1 Outsider]



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



Dusk



Investigator



Empath



Clockmaker



Chambermaid



Dawn



Dusk



Scarlet Woman



Imp



Sage



Empath



Chambermaid



Dawn

FIRST

NIGHT



OTHER

NIGHTS

