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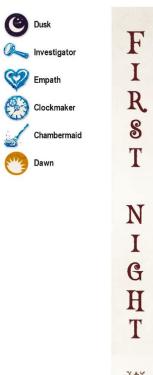
NO	GREATER		
7		TOWNSFOLK	
1	Clockmaker	You start knowing how many steps from the Demon to its nearest Minion.	
	Investigator	You start knowing that 1 of 2 players is a particular Minion.	
2	Empath	Each night, you learn how many of your 2 alive neighbours are evil.	
3	Chambermaid	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.	
Y.	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.	
İ	Sage	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.	
P	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 count)	
J	Baron	There is an extra Outsider in play. [+1 Outsider]	
		DEMONS	_
Û	Imp	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.	

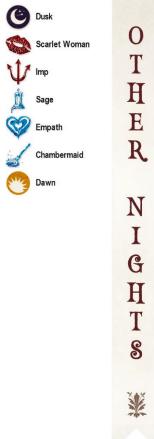
*Not the first Night

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NO GREATER JOY . . . by Steven Medway 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. 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. OUTSIDERS 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 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] DEMONS Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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