



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.



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-  Minion info
-  Demon info
-  Investigator
-  Empath
-  Clockmaker
-  Chambermaid
-  Dawn

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-  Scarlet Woman
-  Imp
-  Sage
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