













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.


TOWNSFOLK

-  **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.

OUTSIDERS

-  **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]







MINIONS

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



DEMONS





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DEMONS

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

FIRST NIGHT



-  Dusk
-  Scarlet Woman
-  Imp
-  Sage
-  Empath
-  Chambermaid
-  Dawn








OTHER NIGHTS



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

FIRST NIGHT



-  Dusk
-  Scarlet Woman
-  Imp
-  Sage
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-  Dawn

OTHER NIGHTS

