












# NO GREATER JOY

... by Steven Medway

TOWNSFOLK		
	<b>Clockmaker</b>	You start knowing how many steps from the Demon to its nearest Minion.
	<b>Investigator</b>	You start knowing that 1 of 2 players is a particular Minion.
	<b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
	<b>Chambermaid</b>	Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.
	<b>Artist</b>	Once per game, during the day, privately ask the Storyteller any yes/no question.
	<b>Sage</b>	If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDERS		
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	<b>Klutz</b>	When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINIONS		
	<b>Scarlet Woman</b>	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)
	<b>Baron</b>	There is an extra Outsider in play. [+1 Outsider]

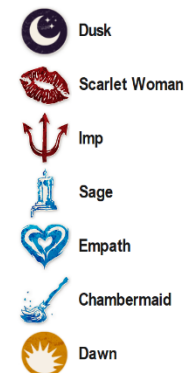
DEMONS		
	<b>Imp</b>	Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

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\*Not the first Night



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