

Blood on the Clocktower · No Greater Joy

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 neighbors 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

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.

MINIONS

Scarlet Woman

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

Baron

There are extra Outsiders in play.
[+2 Outsiders]

DEMONS

Imp

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

* Not the first night.