

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.

 Minion info

 Demon info

 Investigator

 Empath

 Clockmaker


 Chambermaid

 Dawn

First Night
↩

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Dawn 

Chambermaid 

Empath 

Sage 

Imp 

Scarlet Woman 

Dusk 

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↪
Other Nights