No Stronger Elation v1.0.0 *by Hallow*

TOWNSFOLK



Clockmaker
You start knowing how many steps from the Demon to its nearest 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.



Oracle
Each night*, you learn how many dead players are evil.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



Mutant
If you are "mad" about being an Outsider, you might be executed.



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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

DEMON



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



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Godfather
5. Empath
6. Clockmaker
7. Chambermaid
8. Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. Dusk
2. Scarlet Woman
3. Imp
4. Vortox
5. Godfather
6. Ravenkeeper
7. Empath
8. Oracle
9. Chambermaid
10. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Godfather**
Show each of the Outsider tokens in play.

5  **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

6  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

7  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

8 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

Scarlet Woman

If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

3 

Imp

The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

4 

Vortox

The Vortox points to a player. That player dies.

5 

Godfather

If an Outsider died today: The Godfather points to a player. That player dies.

6 

Ravenkeeper

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

7 

Empath

Show the finger signal (0, 1, 2) for the number of evil neighbours.

8 

Oracle

Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

9 

Chambermaid

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

10 D

Dawn

Wait for a few seconds. End the Night Phase.