

# Comrade Demon - First Night

by Zets



**Dusk** Start the Night Phase.

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

**Lunatic** If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.

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

**Marionette** Wake the Demon. Point to the player marked IS THE MARIONETTE and show the THIS PLAYER IS token and the Marionette character token.

**Lil' Monsta** Wake all Minions, allow them to choose a babysitter.

**Pukka** The Pukka chooses a player.

**Investigator** Show the Minion character token. Point to both the MINION and WRONG players.

**Empath** Give a finger signal.

**Dreamer** The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.

**Noble** Point to all three players marked KNOW.

**Nightwatchman** The Nightwatchman might choose a player Put the Nightwatchman to sleep. Wake the target and show the THIS PLAYER IS and Nightwatchman tokens and point to the Nightwatchman.

**Spy** Show the Grimoire for as long as the Spy needs.

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

# Comrade Demon - Other Nights

by Zets



Dusk

Start the Night Phase.



Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Pukka

The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



Lil' Monsta

Wake all Minions, allow them to choose a babysitter. A player might die.



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Moonchild

If the Moonchild is due to kill a good player, they die.



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Nightwatchman

The Nightwatchman might choose a player. Put the Nightwatchman to sleep. Wake the target and show the THIS PLAYER IS and Nightwatchman tokens and point to the Nightwatchman.



Spy

Show the Grimoire for as long as the Spy needs.



Dawn

Wait for a few seconds. End the Night Phase.