

Comrade Demon

by Zets

TOWNSFOLK

OUTSIDERS

MINIONS DEMONS FABLES

JINXES



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



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.



Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Revolutionary

2 neighboring players are known to be the same alignment. Once per game, 1 of them registers falsely.



If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Nightwatchman

Once per game, at night, choose a player: they learn you are the Nightwatchman.



Fisherman

Once per game, during the day, visit the Storyteller for some advice to help your team win.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Marionette

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]



Lil' Monsta

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. [+1 Minion]



Sentinel

There might be 1 extra or 1 fewer Outsider in play.