Comrade Demon
by Zets

TOWNSFOLK

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 neighbours are evil.

OUTSIDERS

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.

MINIONS

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.

FABLED

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

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

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

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

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

DEMONS

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

Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

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

JINXES

The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.

* not the first night