

# Devil's Blessing

by Sami El Sayed

TOWNSFOLK

## Knight



You start knowing 2 players that are not the Demon.

## Chef



You start knowing how many pairs of evil players there are.

## Pixie



You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

## Empath



Each night, you learn how many of your 2 alive neighbors are evil.

## High Priestess



Each night, learn which player the Storyteller believes you should talk to most.

## Flowergirl



Each night\*, you learn if a Demon voted today.

## Nightwatchman



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

## Snitch



Each Minion gets 3 bluffs.

## Puzzlemaster



1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

## Godfather



You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]

## Devil's Advocate



Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

## Witch



Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.

## Kazali



Each night\*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]

## Leech



Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

OUTSIDERS

MINIONS

DEMONS

JINXES

## Fisherman



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

## Alchemist



You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.

## Pacifist



Executed good players might not die.

## Cannibal



You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## Atheist



The Storyteller can break the game rules, and if executed, good wins, even if you are dead. [No evil characters]

## Mayor



If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

## Tinker



You might die at any time.

## Moonchild



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

## Boondandy



If you are executed, all but 3 players die. After a 10 to 1 countdown, the player with the most players pointing at them, dies.

## Marionette



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

## Imp



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



An Alchemist-Marionette has no Marionette ability & the Marionette is in play.



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