

Devil's Blessing - First Night

by Sami El Sayed



Dusk Start the Night Phase.



Kazali Wake the Kazali, allow them to choose Minions.



Alchemist Show the YOU ARE token and the character token of a Minion.



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.



Snitch Wake each Minion. Show the THESE CHARACTERS ARE NOT IN PLAY token and three not-in-play character tokens. Put each Minion to sleep.



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.



Lleech The Lleech chooses a player.



Godfather Show the character tokens of all in-play Outsiders.



Devil's Advocate The Devil's Advocate chooses a living player.



Witch The Witch chooses a player.



Pixie Show the Townsfolk character token marked MAD.



Chef Give a finger signal.



Empath Give a finger signal.



Knight Point to the two non-Demon 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.



High Priestess Point to a player.



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

Devil's Blessing - Other Nights

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Dusk | Start the Night Phase.



Devil's Advocate | The Devil's Advocate chooses a living player.



Witch | The Witch chooses a player.



Imp | The Imp chooses a player. If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.



Lleech | The Lleech chooses a player.



Kazali | The Kazali chooses a player.



Godfather | If an Outsider died today, the Godfather chooses a player.



Tinker | The Tinker might die.



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



Empath | Give a finger signal.



Flowergirl | Either nod or shake your head.



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.



High Priestess | Point to a player.



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