


















Grim Tidings - First Night

by rsar

	Dusk	None
	Magician	Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.
	Minion Info	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	Lunatic	Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.
	Demon Info	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play
	King	Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.
	Marionette	Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
	Widow	Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
	Snake Charmer	The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
	Godfather	Show each of the Outsider tokens in play.
	Evil Twin	Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.
	Pixie	Show the Pixie 1 in-play Townsfolk character token.
	Chef	Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
	Empath	Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
	Grandmother	Show the marked character token. Point to the marked player.
	Steward	Point to a good player.
	Dawn	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Grim Tidings - Other Nights

by rsar



Dusk

Check that all eyes are closed. Some travellers act.



Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.



Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



Lunatic

Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.



Legion

Choose a player, that player dies.



Fang Gu

The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.



No Dashii

The No Dashii points to a player. That player dies.



Godfather

If an Outsider died today: The Godfather points to a player. That player dies.



Gossip

If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.



Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



Choirboy

If the King was killed by the Demon, wake the Choirboy and point to the Demon player.



Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



Empath

Show the finger signal (0, 1, 2) for the number of evil neighbours.



King

If there are more dead than living, show the King a character token of a living player.



Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.