

# Grim Tidings - First Night

by rsar



**Dusk**

Check that all eyes are closed. Some travellers act.



**Kazali**

The Kazali points at a player and a Minion on the character sheet. Replace their old character token with the Minion token, show them the "You Are" info token then the Minion character token, and give a thumbs down. Repeat until the normal number of Minions exist. Put the Kazali to sleep.



**Alchemist**

Show the Alchemist a not-in-play Minion token



**Yaggababble**

Show the Yaggababble their secret phrase.



**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.



**Method Actor**

Wake each Minion and show them the Method Actor. Wake the Method Actor and show them that a Minion is the Method Actor.



**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



**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.



**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.



**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.



**Clockmaker**

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.



**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Seamstress**

The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



**Noble**

Point to 3 players including one evil player, in no particular order.



**Village Idiot**

The Village Idiot points to a player; give a thumbs up if that player is good or a thumbs down if that player is evil.





















**Dawn**

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



# Grim Tidings - Other Nights

by rsar

	<b>Dusk</b>	Check that all eyes are closed. Some travellers act.
	<b>Pit-Hag</b>	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.
	<b>Scarlet Woman</b>	If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
	<b>Lunatic</b>	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.
	<b>Legion</b>	Choose a player, that player dies.
	<b>Vigormortis</b>	The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
	<b>Yaggababble</b>	Choose a number of players up to the total number of times the Yaggababble said their secret phrase publicly, those players die.
	<b>Kazali</b>	The Kazali points to a player. That player dies.
	<b>Godfather</b>	If an Outsider died today: The Godfather points to a player. That player dies.
	<b>Gossip</b>	If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
	<b>Barber</b>	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.
	<b>Tinker</b>	The Tinker might die.
	<b>Grandmother</b>	If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
	<b>Empath</b>	Show the finger signal (0, 1, 2) for the number of evil neighbours.
	<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
	<b>Seamstress</b>	If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
	<b>Village Idiot</b>	The Village Idiot points to a player; give a thumbs up if that player is good or a thumbs down if that player is evil.
	<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.