

Grim Tidings - First Night

by rsar



Dusk Start the Night Phase.



Kazali Wake the Kazali, allow them to choose Minions.



Apprentice Show the Apprentice the YOU ARE card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's IS THE APPRENTICE reminder by that character token.



Barista Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



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



Yaggababble Choose a secret phrase. Wake the Yaggababble and let them know their secret phrase.



Magician Include the Magician in the Minion and Demon Info steps.



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.



Lunatic If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



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.



Widow Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Snake Charmer The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



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



Evil Twin Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Empath Give a finger signal.



Grandmother Point to the grandchild player & show their character token.



Clockmaker Give a finger signal.



Dreamer The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress The Seamstress might choose 2 players. Nod or shake your head.



Noble Point to all three players marked KNOW.



Village Idiot Choose a Village Idiot to be drunk. Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



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

Grim Tidings - Other Nights

by rsar



Dusk

Start the Night Phase.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Scarlet Woman

If the Scarlet Woman became the Demon today, show them the YOU ARE token, then the Demon token.



Lunatic

Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Legion

A player might die.



Vigormortis

The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Barista

Choose a player, wake them and tell them which Barista power is affecting them. Treat them accordingly (sober/healthy/true info or activate their ability twice).



Yaggababble

For each time the Yaggababble said the phrase today, you may choose a player. They die.



Kazali

The Kazali chooses a player.



Godfather

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



Gossip

If the Gossip is due to kill a player, they die.



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Tinker

The Tinker might die.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too.



Empath

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Village Idiot

Wake the Village Idiots one at a time, they choose a player, show either good or evil thumbs according to the alignment of that player.



Dawn

Wait for a few seconds. End the Night Phase.