

Grim Tidings

by rsar

18

TOWNSFOLK



Noble

You start knowing 3 players, 1 and only 1 of which is evil.



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Empath

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.

OUTSIDERS



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.



Tinker

You might die at any time.



Recluse

You might register as evil & as a Minion or Demon, even if dead.

MINIONS



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Godfather

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Kazali

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist

You have a not-in-play Minion ability.



Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



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 & if executed, good wins, even if you are dead. [No evil characters]



Method Actor

You think you are a not-in-play Evil Minion, and you register as a Minion. The ability you think you have might function correctly. All Minions know that you are the Method Actor.



Drunk

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



Marionette

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



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

JINXES



When the Widow sees the Grimoire, all Minion tokens other than their own are removed.



The Alchemist can not have the Widow ability.



When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.



If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.



The Kazali chooses which Minions are in play but not which players are Minions.



The Kazali chooses which Minions are in play but not which players are Minions. The Method Actor is shown a Townsfolk token in setup and is shown a Minion token when the Kazali acts.