

# Grim Tidings

by rsar

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 neighbors are evil.



## Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good & 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]



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## 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.

OUTSIDERS



## Widow

On your 1st night, look at the Grimoire & 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.

MINIONS



## Yaggababbale

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 which Minions. -? to +? Outsiders]

DEMONS



## Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

TRAVELERS



## Djinn

Use the Djinn's special rule. All players know what it is.

FABLED



## Bootlegger

This script has homebrew characters or rules.

LORIC



## Gossip

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



## Seamstress

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



## Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



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



## 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 neighbor the Demon]



## Vigormortis

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



## Barista

Each night, until dusk, 1) a player becomes sober, healthy & gets true info, or 2) their ability works twice. They learn which.

-   An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-   An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.
-   The Magician wakes with Legion and might register as evil. Legion knows if a Magician is in play, but not which player it is.
-   If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-   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.
-   If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.