

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.