Bad Moon Rising *by The Pandemonium Institute*

TOWNSFOLK



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



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



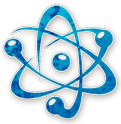
Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Tea Lady
If both your alive neighbors are good, they can't die.



Pacifist
Executed good players might not die.



Fool
The 1st time you die, you don't.

OUTSIDERS



Tinker
You might die at any time.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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

MINIONS



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMONS



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

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* Not the first night

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First Night


Dusk


Minion Info


Lunatic


Demon Info


Sailor


Courtier


Godfather


Devil's Advocate


Pukka


Grandmother


Chambermaid


Dawn

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

Other Nights


Dawn


Chambermaid


Grandmother


Moonchild


Tinker


Professor


Gossip


Godfather


Assassin


Po


Shabaloth


Pukka


Zombuul


Exorcist


Lunatic


Devil's Advocate


Gambler


Innkeeper


Courtier


Sailor


Dusk

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FIRST NIGHT

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Dusk	Start the Night Phase.
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.
Sailor	The Sailor chooses a living player. ●
Courtier	The Courtier might choose a character. ● ●
Godfather	Show the character tokens of all in-play Outsiders.
Devil's Advocate	The Devil's Advocate chooses a living player. ●
Pukka	The Pukka chooses a player. ●
Grandmother	Point to the grandchild player & show their character token.
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Sailor	The Sailor chooses a living player. ●
Courtier	The Courtier might choose a character. ● ●
Innkeeper	The Innkeeper chooses 2 players. ● ● ●
Gambler	The Gambler chooses a player & a character. ●
Devil's Advocate	The Devil's Advocate chooses a living player. ●
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).
Exorcist	The Exorcist chooses a player. ● Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the **THIS CHARACTER SELECTED YOU** & Exorcist tokens. Point to the Exorcist.
Zombuul	If no one died today, the Zombuul chooses a player. ●
Pukka	The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●
Shabaloth	A previously chosen player might be resurrected. ● The Shabaloth chooses 2 players. ● ●
Po	The Po may choose a player OR chooses 3 players if they chose no-one last night. ● or ● ● ●
Assassin	The Assassin might choose 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. ●
Professor	The Professor might choose a dead player. ● ●
Tinker	The Tinker might die. ●
Moonchild	If the Moonchild is due to kill a good player, they die. ●
Grandmother	If the grandchild was killed by the Demon, the Grandmother dies too. ●
Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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