Hour 7 of Bad Moon Rising v1.0.0 *by _Put*

Djinn

TOWNSFOLK



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



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



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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



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



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



Soldier
You are safe from the Demon.



Alchemist
You have a not-in-play Minion ability.



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



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



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Fool
The first time you die, you don't.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Pacifist
Executed good players might not die.

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



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



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



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



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Snitch
8. Sailor
9. Courtier
10. Devil's Advocate
11. Butler
12. Dawn

FABLED, JINXES & LORIC

Alchemist & Summoner

The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Plague Doctor & Scarlet Woman

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Summoner & Courtier

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Boffin & Goon

If the Demon has the Goon ability, they can't turn good due to this ability.

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Sailor
5. Courtier
6. Innkeeper
7. Monk
8. Devil's Advocate
9. Scarlet Woman
10. Exorcist
11. Zombuul
12. Professor
13. Butler
14. Dawn

PLAYER COUNT

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

First Night

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1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Alchemist** Show the Alchemist a not-in-play Minion token
6		**Poppy Grower** Do not inform the Demon/Minions who each other are
7		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
8		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
9		**Courtier** The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
10		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
11		**Butler** The Butler points to a player. Mark that player as 'Master'.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

6 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

7 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

8 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

9 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

10 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

11 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

12 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

13 **Butler**
The Butler points to a player. Mark that player as 'Master'.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.