Half Moon Rising v1.0.0 *by Voidstarr*

Djinn

TOWNSFOLK



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



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.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



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

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



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.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



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



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.

DEMON



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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



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



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Courtier
6. Godfather
7. Grandmother
8. Dawn

FABLED, JINXES & LORIC

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Summoner & Courtier

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

Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

Summoner & Zombuul

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

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Courtier
4. Innkeeper
5. Gambler
6. Exorcist
7. Lycanthrope
8. Zombuul
9. Po
10. Vigormortis
11. Assassin
12. Godfather
13. Gossip
14. Acrobat
15. Tinker
16. Moonchild
17. Grandmother
18. 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  **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.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Grandmother**
Show the marked character token. Point to the marked player.

8 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 

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.

4 

Innkeeper

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

5 

Gambler

The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

6 

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.

7 

Lycanthrope

The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 

Zombuul

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

9 

Po

If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

10 

Vigormortis

The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

11 

Assassin

If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

12 

Godfather

If an Outsider died today: The Godfather points to a player. That player dies.

13 

Gossip

If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

14 

Acrobat

If a good living neighbour is drunk or poisoned, the Acrobat player dies.

15 

Tinker

The Tinker might die.

16 

Moonchild

If the Moonchild used their ability to target a player today: If that player is good, they die.

17 

Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

18 D

Dawn

Wait for a few seconds. End the Night Phase.