Bad Moon & Violets Brewing v1.0.1 *by Navanian*

Djinn Sentinel

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Oracle
Each night*, you learn how many dead players are evil.



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.



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



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



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



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



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



Tinker
You might die at any time.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



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

MINION



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



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Godfather
6. Devil's Advocate
7. Witch
8. Cerenovus
9. Washerwoman
10. Fortune Teller
11. Grandmother
12. Clockmaker
13. Seamstress
14. Dawn

FABLED, JINXES & LORIC

FABLED



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



Sentinel
There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS



Butcher
Each day, after the 1st execution, you may nominate again.



Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Scapegoat
If a player of your alignment is executed, you might be executed instead.



Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Witch
7. Cerenovus
8. Imp
9. Shabaloth
10. Po
11. No Dashii
12. Godfather
13. Gossip
14. Professor
15. Tinker
16. Grandmother
17. Ravenkeeper
18. Fortune Teller
19. Oracle
20. Seamstress
21. 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 
Godfather
Show each of the Outsider tokens in play.

6 
Devil's Advocate
The Devil's Advocate points to a living player. That player survives execution tomorrow.

7 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

8 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

9 
Washerwoman
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

10 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

11 
Grandmother
Show the marked character token. Point to the marked player.

12 
Clockmaker
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

13 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

14 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 
Innkeeper
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

5 
Devil's Advocate
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

6 
Witch
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 
Imp
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9 
Shabaloth
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

10 
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

11 
No Dashii
The No Dashii 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 
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.

15 
Tinker
The Tinker might die.

16 
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

17 
Ravenkeeper
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

18 
Fortune Teller
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

19 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

20 
Seamstress
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

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