

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 neighbours are good, they can't die.



Pacifist

Executed good players might not die.



Fool

The first time you die, you don't.

OUTSIDER



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.

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.



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.

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.



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.

Quick Reference

Bad Moon Rising — by The Pandemonium Institute

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Sailor
- 6  Courtier
- 7  Godfather
- 8  Devil's Advocate
- 9  Pukka
- 10  Grandmother
- 11  Chambermaid
- 12  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Sailor
- 3  Courtier
- 4  Innkeeper
- 5  Gambler
- 6  Devil's Advocate
- 7  Lunatic
- 8  Exorcist
- 9  Zombuul
- 10  Pukka
- 11  Shabaloth
- 12  Po
- 13  Assassin
- 14  Godfather
- 15  Gossip
- 16  Professor
- 17  Tinker
- 18  Moonchild
- 19  Grandmother
- 20  Chambermaid
- 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

Bad Moon Rising — by The Pandemonium Institute

1		Dusk Start the Night Phase.
2		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		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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Godfather Show each of the Outsider tokens in play.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		Pukka The Pukka points to a player. That player is poisoned.
10		Grandmother Show the marked character token. Point to the marked player.
11		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Bad Moon Rising — by The Pandemonium Institute

1		Dusk Start the Night Phase.
2		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.
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		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
8		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.
9		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
10		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
11		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
12		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
13		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.
14		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
15		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
16		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.
17		Tinker The Tinker might die.
18		Moonchild If the Moonchild used their ability to target a player today: If that player is good, they die.
19		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
20		Chambermaid The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
21		Dawn Wait for a few seconds. End the Night Phase.