

*The sun is swallowed by a jagged horizon as another winter's day surrenders to the night. Flecks of orange and red decay into deeper browns, the forest transforming in silent anticipation of the coming snow.*

*Ravenous wolves howl from the bowels of a rocky crevasse beyond the town's borders, sending birds scattering from their cozy rooks. Travelers hurry into the inn, seeking shelter from the gathering chill. They warm themselves with hot tea, sweet strains of music, and hearty ale, unaware that strange and nefarious eyes stalk them from the ruins of this once great city.*

*Tonight, even the livestock know there is a...*



*Bad Moon Rising* is a death extravaganza. Demons kill multiple times per night, and Minions get in on the action too. Good players can take great risks to gain reliable information, but may accidentally kill their friends in the process. Luckily, there are many options to keep players alive long past their use-by date. If the good team cannot determine which specific Minions and Demons are in play, however, their doom is all but certain.

**Intermediate.** Recommended for players who are proactive, dedicated to working as a team, and don't fear dying.

When playing *Bad Moon Rising*...

**Good players** will receive little information by being passive. Some Townsfolk abilities require the good team to execute players in order to gain information (such as the Tea Lady or the Pacifist), whilst others encourage good players to take risks that may end in death in order to find out who is who (such as the Gambler or the Gossip). When good players *do* something, they learn something.

The good team will also need to pay close attention to who died at night, and how. If they ignore this, they risk losing unexpectedly at the end of a day with four, five, or even six players still left alive. However, if they can figure out how each player died at night, they can figure out which evil characters are in play—letting them avoid losing the game to the dreaded Mastermind or the intimidating Po—and get helpful clues on which good characters accidentally killed which players (such as the Moonchild or the Tinker).

**Evil players** may feel invincible at first, but they will need to use their abilities with precision and prudence in order to win. The Demon may need to convince the good team that a different Demon is in play to avoid the crippling effects of some good characters (such as the Exorcist or the Courtier), and may need to deliberately not kill to do so. But if the Demon can figure out who to attack and who to avoid attacking (such as the Tea Lady's neighbors, or the Fool), then the good team is in serious trouble.

The Minions will need to time their abilities well. A well-timed Assassin's kill, a patient Devil's Advocate, or a Mastermind that can read a room can pull victory from the jaws of defeat.

For many, many more strategy hints and tips, visit [BloodOnTheClocktower.com/wiki](http://BloodOnTheClocktower.com/wiki)



*"Take a jacket if you go outside, dearie. And your thermos. And your scarf. I have a weak heart, you know. Whatever would I do if you caught cold... or worse?"*

**The Grandmother** knows who their Grandchild is, but if their Grandchild is killed by the Demon, the Grandmother dies too.

- During the first night, the Grandmother learns their Grandchild—a good player who is a Townsfolk or Outsider. The Grandchild does not learn that they have a Grandmother.
- If the Demon kills the Grandchild, the Grandmother dies too. If the Grandchild dies by any other means—such as execution, or another type of death at night—the Grandmother does not also die.

### Examples

During the first night, the Grandmother wakes and learns that Julian, their Grandchild, is the Professor. Three nights later, Julian is killed by the Demon, so the Grandmother dies too.

The Grandmother knows that Lewis, their Grandchild, is the Gambler. Lewis gambles and dies because of it. The Grandmother remains alive.

The Grandmother knows that Sarah, their Grandchild, is the Tinker. Sarah is killed by the Demon, but the Grandmother is drunk because of the Sailor, so the Grandmother remains alive.

### How to Run

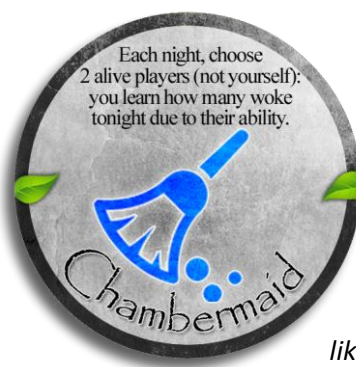
When preparing the first night, put the Grandmother's "Grandchild" reminder by any good character token, marking that character as **The Grandchild**.

During the first night, wake the Grandmother and show them the character token marked "Grandchild," then point at the Grandchild's player, then put the Grandmother to sleep.

If a Demon kills the Grandchild, the Grandmother **dies**. (*Mark this by putting the Grandmother's "Dead" reminder by the Grandmother token and putting a shroud on it.*) At dawn, declare that both of these players died at night.



*"I'll drink any one of yer under the table! You! The chatterbox! Reckon you can take me? No? Howza 'bout you, Grandma? You ever tried Old McKilly's Extra Spiced Rum before? Guaranteed to put hairs on yer chest! Step aboard, aye!"*



*"I ain't seen nothin' untoward, Milady. Begging your pardon, but if I did see somethin', it certainly weren't the master o' the house sneaking into the professor's laboratory 'round eleven o'clock and mixing up fancy potions, just like you said, Miss."*

**The Sailor** is either drunk or getting somebody else drunk. While the Sailor is sober, they cannot die.

- Each night, the Sailor chooses a player, who will probably get drunk.
- If they choose themselves, they lose their "cannot die" ability until they become sober.
- If they choose another player, you choose which player is drunk. If they choose a Townsfolk, the Storyteller will usually make the Townsfolk drunk, but if an Outsider, a Minion, or the Demon is chosen, then the Storyteller will usually make the Sailor the drunk one.

### Examples

The Sailor chooses the Exorcist, and the Storyteller decides that the Exorcist is drunk. That night, the Sailor is attacked by the Shabalothe. The Sailor remains alive. The next day, the Sailor is executed but remains alive.

During the day, the Gossip made a public statement they thought was false, but was actually true. That night, the Gossip ability kills a player. The Sailor has made themselves drunk, and the Storyteller decides that the Sailor dies.

The Sailor chooses the Mastermind, but the Storyteller decides that the Sailor is drunk. The next day, the Sailor asks to be executed to "prove they are the Sailor," but dies because they're drunk.

### How to Run

Each night, wake the Sailor. They point at any player. Then, put the Sailor to sleep. Put the "Drunk" reminder by either the Sailor token or the chosen player's character token, marking that player as **drunk**.

If the sober Sailor is executed, declare that Sailor's player is executed but remains alive.

If the sober Sailor would die, the Sailor remains alive.

**The Chambermaid** learns who woke up at night.

- Each night, the Chambermaid chooses two players and learns if they woke tonight. They must choose alive players, and may not choose themselves. This does not detect which of those players woke, only how many.
- This ability only detects characters who woke in order to use their ability. It does not detect characters who woke for any other reason—such as if the Storyteller woke a Minion to let them know who the Demon is, woke the Demon to give them their starting Demon info, woke a player due to the ability of a different character, or woke someone accidentally.
- If the character woke on a previous night but not this night, they are not detected by the Chambermaid.
- Players that wake due to their ability but are drunk or poisoned still count as having woke tonight.

### Examples

The Chambermaid chooses the Exorcist and the Innkeeper, and learns a "2." The next night, the Exorcist chooses the Shabalothe, and the Chambermaid chooses the Shabalothe and the Fool. Since the Shabalothe only woke due to the Exorcist ability, the Chambermaid learns a "0".

It is the second night. The Chambermaid chooses the Grandmother and the evil Goon, and learns a "2." The Goon will wake tonight, but the Chambermaid is drunk.

It is the first night. The Chambermaid chooses the Assassin and the Moonchild, and learns a "0." The next night, they choose the Assassin and the Moonchild. The Assassin woke but did not use their ability. The Moonchild ability is used, but the Moonchild does not wake to use it. The Chambermaid learns a "1."

### How to Run

Each night, wake the Chambermaid. They point at any two alive players except themselves. Show the Chambermaid fingers (0, 1, or 2) equaling the number of chosen characters who woke tonight. Then, put the Chambermaid to sleep.

If there are not 2 players alive to be chosen (*due to the Mastermind or the Zombuul etc.*), do not wake the Chambermaid.



*"We cast you out, every unclean spirit, every satanic power, every onslaught of the infernal adversary, every legion, every diabolical group and sect, in the name and by the power of Our Lord Jesus Christ. We command you, begone and fly far from the*

*Church of God, from the souls made by God in His image and redeemed by the precious blood of the divine Lamb."*

**The Exorcist** prevents the Demon from attacking.

- Each night, the Exorcist chooses a player. If they choose a player who is not the Demon, the Demon may still attack. If they choose the Demon, the Demon does not attack tonight. The Demon learns that they cannot attack and who the Exorcist is.
- Any other Demon abilities still function—such as the Zombuul staying alive if killed, the Pukka killing a player it attacked on a previous night, or the Shabaloth regurgitating a player.
- The Exorcist may not choose the same player two nights in a row.

### Examples

The Exorcist chooses the Shabaloth. The Shabaloth does not kill tonight. At dawn, the Storyteller declares that nobody died that night.

The Exorcist chooses the Pukka. The Pukka does not wake to attack tonight, but a player still dies because of the Pukka's attack during the previous night.

The Exorcist chooses the Po. The Po does not wake to act tonight. The next night, the Exorcist chooses the Assassin. The Assassin can still attack tonight, and the Po must choose either 0 or 1 players to kill. It cannot choose 3 players, because it did not act during the previous night.

### How to Run

Each night except the first, wake the Exorcist. They point at any player. Put the "Chosen" reminder by that character token. Then, put the Exorcist to sleep.

If the Exorcist chose the Demon, then wake the Demon, show them the "This character selected you" info token, then the Exorcist token, then point at the Exorcist. Then, put the Demon to sleep. Later tonight, do not wake the Demon. (Any residual effects of the Demon's ability still trigger.)



*"Come inside, fair traveler, and rest your weary bones. Drink and be merry, for the legions of the Dark One shall not harass thee tonight."*

**The Innkeeper** protects people from death at night, but somebody gets drunk in the process.

- The Innkeeper, like the Monk, makes people safe from being killed by the Demon. They are also safe from death caused by Outsiders, Minions, Townsfolk, or Travellers.
- The Innkeeper only protects players at night, not the day.
- One of the 2 players that the Innkeeper chooses is drunk tonight and the next day. This player may be good or evil, but will almost always be good, depending how your game is going. An Innkeeper that chooses themselves might become drunk, which means they have no ability, and may die tonight—and the other player they chose to protect isn't safe either.

### Examples

The Innkeeper protects the Fool and the Chambermaid. The Storyteller chooses that the Fool is drunk. Tomorrow, when the Fool is executed, they die, even though they hadn't used their ability yet.

The Innkeeper protects the Assassin and the Po. The Storyteller chooses that the Assassin is drunk. Later that night, the Assassin uses their ability, but nothing happens.

The Innkeeper protects themselves and the Pacifist. The Storyteller chooses that the Innkeeper is drunk. The Pacifist is attacked by the Demon tonight and dies.

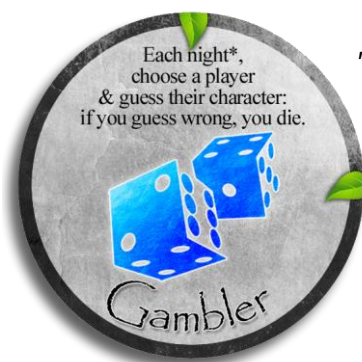
### How to Run

Each night except the first, wake the Innkeeper. They point at any two players. Then, put the Innkeeper to sleep. Put the Innkeeper's "Safe" reminder by each chosen player's character token. Put the Innkeeper's "Drunk" reminder by one chosen player's character token, marking that player as **drunk**. The players marked "Safe" cannot die tonight.

At dawn, remove the "Safe" reminders.

At dusk, remove the Innkeeper's "Drunk" reminder.





*"Heads, I win. Tails, you lose."*



*"Blah blah blah blah blah blah  
blah blah blah blah blah blah  
blah blah blah blah blah blah  
blah blah blah blah blah blah."*

**The Gambler** can guess who is who... but pays the ultimate price if they guess wrong.

- Each night except the first, the Gambler chooses a player and guesses their character by pointing to its icon on the character sheet. If the guess is correct, nothing happens. If the guess is incorrect, the Gambler dies.
- The Gambler does not learn from the Storyteller whether their guess is correct or incorrect.
- The Gambler may choose any player, dead or alive, even themselves.

### Examples

The Gambler points to the Minstrel player, then to the Minstrel icon. This guess is correct, so the Gambler remains alive, but is killed by the Demon tonight anyway.

The Devil's Advocate is bluffing as the Pacifist. That night, the Gambler points to the Devil's Advocate player, then to the Pacifist icon. This guess is wrong, so the Gambler dies.

### How to Run

Each night except the first, wake the Gambler. They point at any player, then point at any character icon on their character sheet. Put the Gambler to sleep. If the chosen player and chosen character icon do not match, then the Gambler **dies**. (*Mark this by putting the Gambler's "Dead" reminder by the Gambler token and putting a shroud on it.*) At dawn, declare which players died at night.

**The Gossip** deliberately speaks lies in the hope of uncovering the truth.

- Each day, the Gossip may make a public statement. If this statement is true, then the Storyteller must kill a player that night. If it is false, then no players die due to the Gossip.
- Mumbled words, whispers, ambiguous statements, or statements that someone cannot hear don't count. Like with the Slayer's ability, the Storyteller and every player must be able to hear and understand the Gossip and be aware that the Gossip is using their ability in order for the Storyteller to judge what happens next.
- If the Gossip made a true statement during the day while drunk or poisoned, but is sober and healthy when their ability triggers that night, the Storyteller still kills a player.
- If a player dies due to the Gossip ability, the Storyteller chooses a living player that can die tonight.

### Examples

During the day, the Gossip says, "I am the Gossip. My public statement is: The Demon is wearing a hat." The Demon is not wearing a hat. That night, nobody dies due to the Gossip's ability.

The Gossip neighbors a good Traveler and the Pacifist. During the day, the drunk Gossip says, "Both my neighbors are good." At dusk, the drunk Gossip becomes sober. That night, the Chambermaid dies.

During the day, the Gossip makes a true statement. That night, the Gossip is killed by the Demon. They lose their ability, so their statement does not kill anyone tonight.

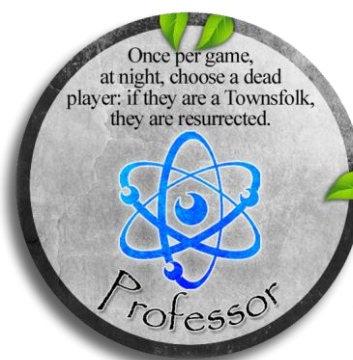
### How to Run

Each day, if the Gossip makes a definite, true public statement, put the Gossip's "Dead" reminder in the center of the left side of the Grimoire as a reminder to yourself. (*A definite statement is objectively true or false and can be verified by the Storyteller.*)

Each night except the first, if the Gossip made a definite, true public statement today, you choose any player. That player **dies**. At dawn, declare which players died at night. Remove the Gossip's reminder when convenient.



*"Speech was given to Man to disguise his thoughts. I am more afraid of an army of one hundred sheep led by a lion than an army of one hundred lions led by a sheep."*



*"The process is simple. Attach the hydraulic confabulator to the modified chi matrix amplifier, add 20 CCs of psuedodorafine, keep his Z levels above 20%, and your husband will be fine. Now, all we need is a lightning strike."*

**The Courtier** gets a character drunk, without knowing which player it is.

- Once per game, the Courtier chooses a character to be drunk for 3 nights and 3 days, starting immediately.
- The Courtier does not learn if they were successful or not, so might choose a character that is not in play.
- The Courtier chooses a character, *not* a player. You may need to remind the Courtier of this.

### Examples

For the first four nights, the Courtier wakes but does not use their ability. During the fifth night, they make the Shabaloth drunk. For the next three nights, the Shabaloth acts but cannot kill anybody.

The Courtier uses their ability while drunk. Nothing happens, but they are not woken again.

The Courtier makes the Mastermind drunk. The Demon is executed while the Mastermind still lives. The game ends and good wins.

### How to Run

Each night, wake the Courtier. They either shake their head no or point at any character icon on their character sheet. Then, put the Courtier to sleep.

If the Courtier pointed at a character icon, and that character is in play, the chosen character's player is **drunk** for three days. To mark this, put the Courtier's "Drunk 1" reminder by the chosen character token. The next night, replace the "Drunk 1" reminder with a "Drunk 2" reminder. The next night, replace the "Drunk 2" reminder with the "Drunk 3" reminder. At dusk on the next night, remove the "Drunk 3" reminder, and put the Courtier's "No Ability" reminder by the Courtier token.

After the Courtier uses their ability, do not wake the Courtier for the rest of the game.

**The Professor** can bring someone back from the dead.

- Once per game, the Professor chooses a dead player. If that player is a Townsfolk, they are resurrected, becoming alive again.
- If the Professor chooses an Outsider, Minion, or Demon, then nothing happens, and the Professor's ability is gone.
- The resurrected player regains their ability, even a "once per game" ability they used already.
- Resurrected Townsfolk may or may not get to act on the night of their resurrection, depending on whether they would act before or after the Professor. If they had a "first night only" or "you start knowing" ability, they immediately wake to use it again, as soon as the Professor goes to sleep.

### Examples

The Professor chooses a dead player who is claiming to be the Tea Lady. The player is actually the Lunatic. Nobody is resurrected.

The Professor resurrects the Grandmother, who learns a good player's character. At dawn, all players learn the Grandmother player is alive.

The drunk Professor chooses a player to resurrect. Unbeknownst to the Professor, that player was regurgitated by the Shabaloth and is now alive. The Storyteller shakes their head no, because the Professor must choose a dead player. The Professor chooses the dead Fool instead. Nothing happens because the Professor is drunk, and the Professor cannot use their ability again.

### How to Run

Each night except the first, wake the Professor. The Professor either shakes their head no or points to a dead player. Then, put the Professor to sleep.

If the Professor pointed at a dead Townsfolk, the chosen player becomes **alive** again. (*Mark this by putting the Professor's "Alive" reminder by the chosen player's character token and removing its shroud.*) They wake later tonight if they normally would. If they wake on the first night only, they wake again now to use their ability. At dawn, after declaring which players died, declare which player is alive again. (*Flip that player's life token from "dead" to "alive."* Do not say why they are alive again.)



*"And I shall hear, tho' soft you tread above me... And all my dreams will warm and sweeter be...If you'll not fail to tell me that you love me...I simply sleep in peace until you come to me."*

**The Minstrel** makes everybody drunk if a Minion dies.

- If a Minion died during the day, all players become drunk that dusk, all through the night, and all the following day. Townsfolk, Outsiders, Minions, and even Demons become drunk, but not Travelers. This doesn't happen if a Minion died at night.
- If a dead Minion is executed, the Minstrel ability does not trigger. A dead character cannot die again!

### Examples

During the first day, the Pacifist dies. That night, players act as normal, because the Pacifist is not a Minion. During the second day, the Judge kills the Godfather. That night, everyone is drunk, including the Demon, so nobody dies. During the third day, a Minion who is protected by the Devil's Advocate is executed and dies, because the Devil's Advocate is drunk. Again, since a Minion died during the day, the Minstrel makes everyone drunk.

The Assassin is executed, so the Minstrel makes everyone drunk. The next day, the Godfather is executed, so the Minstrel makes everyone drunk again. The Demon could not kill on either night. The next day, the evil Judge is exiled, so that night everyone becomes sober again, because the Judge is not a Minion.

During the day, the Assassin dies, so the Minstrel makes everyone drunk. The following day, the Zombuul is executed and dies for the first time. Good wins, because the Zombuul is drunk and so has no ability.

### How to Run

During the day, if a Minion dies, put the Minstrel's "Everyone is drunk" reminder in the center of the left side Grimoire as a reminder to yourself. At dusk, all players become **drunk**. At the next dusk, remove this reminder, and all players become **sober**.



*"Sit in silence, for there is nothing to say. Peace be with you."*

**The Tea Lady** protects her neighbors from death...as long as they are good.

- If both alive neighbors of the Tea Lady are currently good, those neighbors cannot die. The Demon cannot kill them, nor the Godfather, nor the Gossip. If they are executed, they do not die. The only exception is the Assassin, who can kill someone protected from death.
- The Tea Lady's alive neighbors are the two alive players closest to the Tea Lady—one clockwise and one counterclockwise. Skip past any dead neighbors.
- However, if one or both of these alive neighbors is evil, then either may die. If the evil player dies, and the Tea Lady is now sitting next to 2 good players, neither can die.

### Examples

The Tea Lady starts the game neighboring the Mastermind and the good Goon. The Mastermind is executed and dies. Now, the Tea Lady's alive neighbors are the good Goon and the Courtier. The Demon attacks the Courtier, but the Courtier remains alive. Later, the Goon turns evil, and the Demon attacks the Courtier again. This time, the Courtier dies.

The Tea Lady's alive neighbors are a good Matron and a good Judge. The Matron is exiled but remains alive.

### How to Run

While both alive neighbors of the Tea Lady are good, put the Tea Lady's "Cannot die" reminder by each neighbor's character token. While either alive neighbor is evil, remove these reminders. *(Check these conditions throughout the entire game.)*

If a player marked "Cannot die" is executed, declare that the marked player is executed but remains alive. *(Do not say why.)*

If a player marked "Cannot die" would die at night, they remain alive. At dawn, declare which players died at night.



*"Distrust all in whom the impulse to punish is powerful."*

**The Pacifist** prevents good players from dying by execution.

- When a good player is executed, the Storyteller chooses whether they die or live.
- As always, when abilities like this function in obvious ways, the group is not told why something has happened, only what has happened. The group learns that an execution succeeded, but that the executed player did not die—that is all.
- If a player is executed and remains alive, that still counts as the execution for today. No other nominations may happen.

### Examples

The Innkeeper is executed, but remains alive because of the Pacifist.

The Pacifist is in play. Good is winning. Even after 7 days, and 5 good players executed, the Pacifist ability has not saved anybody.

The Pacifist is in play. Evil is winning. The Lunatic is executed, but remains alive. The next day, the good Goon is executed and dies, because the Pacifist is drunk. The next day, a good Bishop is exiled and dies, because the Pacifist saves people from execution, not exile. The next day, the Pacifist is executed but remains alive because of the Pacifist.

### How to Run

If a good character is executed, declare either that they **die** or they remain alive. *(There is only one execution per day, so continue to dusk.)*

*Triggering the Pacifist ability once per game is usually about right. You can trigger it more if you feel it is appropriate. Or, to make the Pacifist look suspicious, you can never trigger it.*



*"...and the king said, 'What?! I've never even owned a pair of rubber pantaloons, let alone a custard cannon!' Ho-ho! Jolly day!"*

**The Fool** escapes death...once.

- The first time the Fool dies for any reason, the Fool remains alive. They don't learn that their ability saved their life.
- If another character's ability protects the Fool from death, the Fool does not use their ability. Only the time that the Fool would actually for realy bona fide be dead does the Fool's ability trigger.

### Examples

On the first day, the Fool is executed but remains alive. On the fourth day, the Fool is executed again. This time, they die.

The Demon attacks the Fool, who remains alive. Nobody dies that night. The next day, the Fool is killed by the Judge, and dies.

The Demon attacks the Fool, who is protected the Tea Lady. The Fool remains alive and keeps their ability. Later, after the Tea Lady has died, the Demon attacks the Fool, who is now protected by the Innkeeper. The Fool remains alive and keeps their ability. Later, after the Innkeeper has died, the Demon attacks the Fool, who remains alive again but uses their ability, so next time they will die.

### How to Run

If the Fool would die, they remain alive. If the Fool was executed, declare that the Fool's player was executed but remains alive. Put the Fool's "No Ability" reminder by the Fool token. *(The next time the Fool would die, they die.)*





*"I think I see the problem. Luckily, I have an idea! This catapult will shoot twice as far with just a minor adjustment..."*

**The Tinker** might die at any time. For no reason.

- The Storyteller may kill the Tinker at any time.
- The Tinker cannot die from their ability while protected from death, as normal.

### Examples

It is the third day. Suddenly, the Tinker dies.

During the night, the Tinker dies, even though the Demon attacked a different player.

The Tea Lady sits next to the Tinker and another good player, protecting the Tinker from death. The Tinker cannot die from their ability.

The Tinker is protected by the Innkeeper and attacked by the Demon. The Tinker does not die. Later that night, the Innkeeper dies, then the Storyteller chooses to kill the Tinker too.

### How to Run

At any time, you may decide that the Tinker **dies**. If it is day, declare immediately that the Tinker's player dies. If it is night, declare at dawn which players died that night.

*While you may kill the Tinker out of the blue during the day, it is most interesting if the Tinker dies at night, because the players will be wondering whether the Tinker died due to the Tinker's ability or for some other reason.*

*You can choose to never kill the Tinker. This makes the Tinker look really suspicious.*

*We recommend that you never kill the Tinker when it would end the game. Players should win or lose by their own efforts, not Storyteller fiat.*



*"Scorpio looks sideways at the lovers, and you have a choice to make. With silver cross my palm, and your fate shall be revealed. With steel cross my throat, and by the stars you shall regret it."*

**The Moonchild** curses somebody upon death, making them die too.

- The Moonchild must choose a player within a minute or two of learning that they are dead. This means they do this after they die by execution, or at dawn when the Storyteller declares who died at night. The Moonchild can take their time in making this decision, and get advice from the group before doing so, but the decision must be made.
- If the Moonchild chooses a good player, that player dies tonight. If they choose an evil player, nothing happens.
- As always, if an evil player is bluffing as the Moonchild, and pretends to use their Moonchild power, play along.

### Examples

The Pukka kills the Moonchild. The next morning, the Moonchild chooses a player, who is the Exorcist. That night, the Exorcist dies.

The Pacifist is in play. The Moonchild is executed but remains alive. The Moonchild does not choose a player, because the Moonchild did not die.

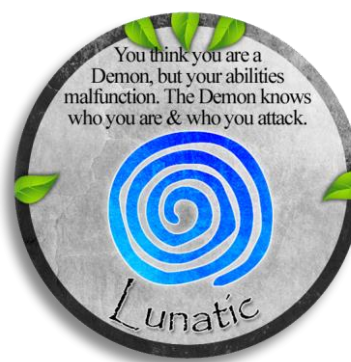
The Shabalothe eats the Moonchild. The Moonchild chooses the Assassin, who remains alive that night. The Shabalothe regurgitates the Moonchild. A few nights later, the Shabalothe eats the Moonchild again. This time, the Moonchild chooses the Gossip, who dies.

### How to Run

When you declare that the Moonchild's player dies, the Moonchild player must choose any alive player. If the chosen player is good, put the Moonchild's "Dead" reminder by the chosen player's character token. During that night when the Moonchild acts, the player marked "Dead" **dies**. At dawn, declare which players died.



*"Yes boss. I explained fings real good to dat geezer. He don't want me explain it again. Nah boss, I don't need no doctor—it's only a knife wound. Be right come mornin'."*



*"I am the night...I think."*

**The Goon** is immune to other characters at night, but keeps changing allegiances.

- Each night, the first time a player wakes to use their ability and chooses the Goon, that player becomes drunk immediately. Their ability does not work tonight, nor tomorrow day.
- Later, if another player wakes and chooses the Goon with their ability, their ability works as normal.
- The Goon can not make a player drunk unless the player chose the Goon. The Storyteller choosing the Goon due to an ability (such as the Grandmother) doesn't count.
- As soon as the Goon makes a player drunk, the Goon changes alignment to match theirs. The Goon still changes alignment (and makes the player drunk) if the player choosing the Goon was already drunk or poisoned.
- If chosen by the Assassin, the Goon dies but still turns evil.

### Examples

The Innkeeper chooses the Goon and the Moonchild. The Goon turns good, and the Innkeeper is drunk.

The Shabaloth attacks the Goon, then the Gossip. Since the Shabaloth became drunk as soon as they chose the Goon, neither player dies tonight, and the Goon turns evil. The next night, the Shabaloth attacks the Gambler then the Goon. The Gambler dies, then the Shabaloth becomes drunk again. The Goon is still alive, and still evil.

The Chambermaid chooses the Goon and the Minstrel, and learns a "1" because the Chambermaid is drunk.

The Tea Lady neighbors the good Goon and the Tinker. The Tinker is executed, but does not die. The next day, the Goon is evil. The Tinker is executed again, and dies.

### How to Run

Each dusk, remove the Goon's "Drunk" reminder.

At night, if nobody is marked with a "Drunk" Goon reminder, and a player wakes and chooses the Goon, mark them with a "Drunk" reminder. They are now **Drunk**.

If this player was a different alignment to the Goon, wake the Goon. Give a thumbs up or a thumbs down, turn the Goon character token upside-down (for evil) or right-side-up (for good, then put the Goon to sleep.

**The Lunatic** thinks that they are the Demon.

- Much like the Drunk, the Lunatic does not know their real character or real alignment. They are woken each night to attack as if they were the Demon that's in play, but their choices have no effect because they have no Demon ability.
- The Lunatic wakes during the first night to learn 3 bluffs and the appropriate number of Minions, but this information may be wrong.
- The real Demon knows which players the Lunatic chose to attack each night.

### Examples

The Lunatic, thinking they are the Shabaloth, wakes each night to choose 2 players. The chosen players do not die.

The Lunatic, thinking they are the Zombuul, does not wake often at night. The real Zombuul, who is pretending to be the Lunatic's Minion, often attacks the same players the Lunatic chooses, to keep up the illusion that the Lunatic is the Demon.

### How to Run

While setting up the game, at the start of step 10, put the Lunatic and Demon tokens in the bag. Once all tokens have been returned to you, swap the positions of the Lunatic and Demon tokens in the Grimoire.

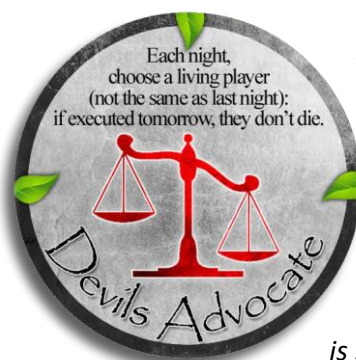
During the first night, wake the Lunatic and act as if they are the Demon. Point at the appropriate number of their "Minions"—these can be any players, not only actual Minions. Then, show any 3 good character tokens as bluffs. The Lunatic **thinks** they are the Demon.

During the first night, wake the Demon (*the player who originally drew the Lunatic token from the bag*). Show them the "You are" info token, then their Demon token, then the Lunatic token, then point at the Lunatic player. (*This tells them they are the real Demon.*)

Each night, when the Demon would wake to attack, wake the Lunatic to act first as if they were that Demon. Place an "attacked" reminder on each player they attack, then put them to sleep. Then, wake the real Demon, point at the Lunatic, show the Lunatic token to the real Demon, then point at the players that the Lunatic chose to attack, then allow them to act as normal.



*"Normally, it's just business. But when you insult my daughter, you insult me. And when you insult me, you insult my family. You really should be more careful—it would be a shame if you had an unfortunate accident."*



*"My client, should the objection be overruled, pleads innocent by virtue of the prosecution's non-observance of statute 27.B—incorrect or misleading conjugation of a verb. The fact that nine of the jury died last night is simply prima face, which is, as Wills vs. Thule set precedent for, further reason to acquit."*

**The Godfather** takes revenge when the town kills Outsiders.

- Whenever an Outsider is executed and dies, the Godfather chooses one player to die that night.
- The Godfather only kills if an Outsider dies during the day. Outsiders that die at night don't count.
- If the Godfather is in play, this adds or removes one Outsider from play.
- At the start of the game, the Godfather learns which Outsiders are in play.
- If two Outsiders died today, the Godfather still only kills one player tonight.

### Examples

The Godfather learns that the Lunatic and the Moonchild are in play, so the Godfather bluffs as the Tinker. During the third day, the Lunatic dies by execution. That night, the Demon kills the Minstrel, and the Godfather kills the Pacifist.

The Tinker is executed but remains alive, because they were protected by the Devil's Advocate. The Godfather does not act that night. The next day, the Tinker dies due to their own ability. That night, the Demon kills a player, and the Godfather kills themselves to appear like a good player.

### How to Run

While setting up the game, before putting the character tokens in the bag, you either remove 1 Townsfolk and add 1 Outsider or you remove 1 Outsider and add 1 Townsfolk.

During the first night, wake the Godfather. Show them the character tokens of all Outsiders in play. Then, put the Godfather to sleep.

If an Outsider dies in the day, put the Godfather's "Died Today" reminder by that Outsider token. That night, wake the Godfather. They point at any player. Put the Godfather's "Dead" reminder by the chosen player's token and put the Godfather to sleep. The chosen player **dies**.

**The Devil's Advocate** prevents players from dying by execution.

- Each night, the Devil's Advocate chooses a player to protect from death by execution. The next day, if that player is executed, the execution succeeds but the player remains alive.
- The Devil's Advocate cannot choose the same player two nights in a row, whether or not that player was saved from execution today, and they cannot choose a Zombuul that registers as dead.

### Examples

At night, the Devil's Advocate protects themselves. The next day, the Devil's Advocate is executed but remains alive.

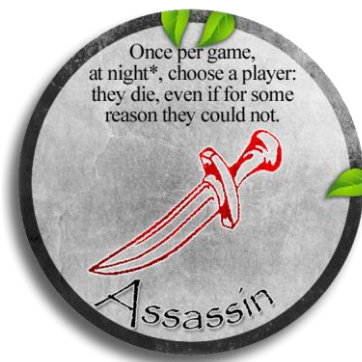
The Devil's Advocate protects the Zombuul. The Zombuul is executed but remains alive, so their life token is not flipped. The next day, the Zombuul is executed again and registers as dead.

The Devil's Advocate protects the Grandmother. The Grandmother is executed but remains alive. Later, the Devil's Advocate protects the Tinker. The Tinker is executed, but the Storyteller kills the Tinker anyway, due to the Tinker ability. Later, the Devil's Advocate protects the Moonchild, and the Judge forces the execution to succeed—the execution succeeds, but the Moonchild remains alive.

### How to Run

Each night, wake the Devil's Advocate. They point at any player. Then, put the Devil's Advocate to sleep. Put the Devil's Advocate's "Survives Execution" reminder by the chosen player's character token.

If a player marked "Survives Execution" is executed, declare that the marked player was executed but remains alive.



" ... "

**The Assassin** kills who the Demon cannot.

- Once per game at night, the Assassin can kill a player. This player dies, even if they have an ability that says they are safe from death, even if they are protected from death in some other way.
- The Assassin ability is affected by drunkenness and poisoning, as normal.
- If the Assassin attacks the Goon, the Goon dies and turns evil.

### Examples

For the first three nights the Assassin wakes, but chooses not to act. During the fourth night, they choose to kill the Fool. Even though the Fool still has their ability, the Fool dies and stays dead.

The Tea Lady neighbors 2 good players. The Assassin chooses to kill one of the Tea Lady's neighbors, who dies even though they were protected by the Tea Lady.

The Minstrel is in play. The Mastermind dies by execution. That night, the Assassin chooses to kill the Moonchild, but they do not die, because the Assassin is drunk due to the Minstrel.

The Assassin, who was drunk due to the Courtier, chooses to kill the Goon. The Assassin has no ability, so the Goon remains alive but turns evil.

### How to Run

Each night except the first, wake the Assassin. They either shake their head no or point at any player. Then, put the Assassin to sleep.

If the Assassin pointed at a player, the chosen player **dies**. Put the Assassin's "No Ability" reminder by the Assassin token. *(The Assassin won't wake to use their ability again this game.)*



*"The tentacles of that monster are nailed to the doors of the church. Mothers and children are dancing in the street. Excellent. Everything is proceeding exactly as I have planned."*

**The Mastermind** can still win after the Demon is dead.

- If the Demon dies by execution, the game continues. The players do not learn that the Demon died. The following day, if a good player is executed—whether or not they die from it—then evil wins. If an evil player is executed or nobody is executed, then the good team wins.
- A dead Demon does not get to attack. They lose their ability just like everybody else.
- If the Demon dies leaving just two players alive, the game still continues for another day – evil does not win due to 2 players being alive, and good does not win due to killing the Demon. The Mastermind ability says "play for 1 more day", and abilities override standard game rules.

### Examples

The Shabaloth dies. The next day, the Professor is executed and dies. Evil wins.

The Po dies. The next day, the Godfather is executed, but remains alive because they were protected by the Devil's Advocate. However, since an evil player was executed, good wins.

The Zombuul is executed and appears to die. The Mastermind's ability does not trigger yet, because the Zombuul did not die. When the Zombuul is executed a second time and does die, the Mastermind's ability triggers, and the game continues for one more day.

There are three players alive. The Demon dies. The following day, with just two players alive, good decides not to execute. When night falls, just two players are left alive but the Demon is dead, so good wins.

### How to Run

The day after the Demon dies by execution, if a good player is executed, declare that the game ends and evil wins.

The day after the Demon dies by execution, if an evil player or no player is executed, declare that the game ends and good wins.





*"I do not. Understand. Your ways. Fellow human. Show me. The dirt. Where the holy. Lay. Sleeping. I too. Must sleep. Soon."*

**The Zombuul** secretly remains alive while in the grave.

- When the Zombuul would die for any reason, it actually doesn't die, but the Storyteller acts as if the player has died. The second time the Zombuul dies, it dies for real, and good wins.
- The seemingly dead Zombuul counts as a dead player in almost every way. The player's life token on the Town Square flips to indicate their death. The next time they vote, they lose their vote token. They cannot nominate, they may vote with the Voudon, they're not an alive neighbor for the Tea Lady, and so on. The only difference is that the game continues, the Zombuul still attacks, and the game continues if just 2 other players are alive.
- The Zombuul only wakes at night to attack if nobody died that day. If a dead player is executed, the player can't die again, so the Zombuul would still wake.
- If a drunk or poisoned Zombuul dies, good wins. If a "dead" Zombuul becomes drunk or poisoned, the players are not told that the player is alive.

### Examples

The Zombuul is executed and appears to die. It cannot attack tonight. A few days later, only 2 players appear alive on the Town Square. The good team is fairly certain that one of the dead players is the Zombuul, and the game continues until 1 more player dies.

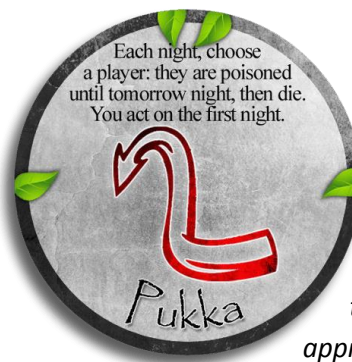
Nobody died today. That night, the Zombuul attacks. The next day, the Tinker dies. That night, the Zombuul does not wake.

### How to Run

The first time the Zombuul would die, the Zombuul registers as dead but remains alive. *(Declare that they died when appropriate. Flip their life token on the Town Square, as normal. Do not add a shroud to the Zombuul token.)*

If any player dies during the day, put the Zombuul's "Died Today" reminder by their character token as a reminder to yourself. *(If the Zombuul is executed, they register as dead, so this still marks the Zombuul with "Died Today.")*

Each night except the first, wake the Zombuul unless a player is marked "Died Today." With a Zombuul reminder. The Zombuul points at any player. Then, put the Zombuul to sleep. The chosen player **dies**. You can remove the Zombuul's "Died Today" reminder when convenient.



*"You truly have been kind in welcoming me into your beautiful home. I am so sorry I accidentally scratched you. A little thing. No matter. But please, take this golden toothpick as a humble token of my regret and appreciation."*

**The Pukka** poisons its victims, who die at a later time.

- When the Pukka attacks, their victim is poisoned immediately. Exactly 24 hours later, just before the Pukka attacks again, that player dies.
- If a player doesn't die from the Pukka attack, they are still poisoned for the same period of time, at which point the poisoning ends.
- Unlike other Demons, the Pukka attacks during the first night.

### Examples

During the first night, the Pukka poisons the Chambermaid. Later that night, the Chambermaid gets false information. The next night, the Chambermaid dies.

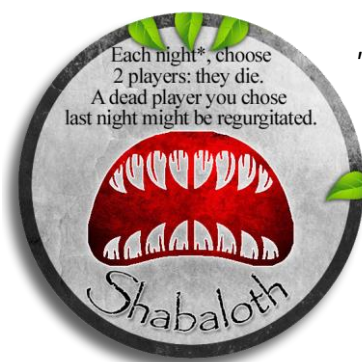
The Pukka poisons the Fool. The next day, the Fool is executed and dies because they have no ability. The next night, nobody dies, but the Pukka poisons another player, who will die on the following night.

The Pukka poisons the Pacifist. The next night, the Exorcist chooses the Pukka to not wake tonight. The Pacifist dies, but the Pukka does not wake to attack tonight.

### How to Run

During the first night, wake the Pukka. They point at any alive player. Then, put the Pukka to sleep. The chosen player is **poisoned**.

Each following night, immediately before the Pukka wakes, the player poisoned by the Pukka **dies**. *(Replace the Pukka's "Poisoned" reminder with the Pukka's "Dead" reminder.)* Then, wake the Pukka. They point at any player. Then, put the Pukka to sleep. The chosen player is **poisoned**.



*"Blarg f'taag nm mataan! No sho gumtha m'sik na yuuu. Fluuuuuuuurg h-sikkkh."*



*"Would you like a flower? I'm so lonely."*

**The Shabaloth** eats two players per night, but may vomit one of them back up the following night.

- Unlike most Demons, the Shabaloth attacks twice per night. The night after the attack, the Storyteller may decide that one of the players attacked by the Shabaloth comes back to life.
- This can be an alive player that was killed, or a dead player that was attacked.
- The resurrected player regains their ability, even a "once per game" ability already used. If they had a "first night only" or "start knowing" ability, they may use it again.

### Examples

The Shabaloth attacks the Gossip, then the Gambler. The Gossip dies, but the Gambler, who was protected by the Innkeeper, remains alive.

The Shabaloth attacks the alive Courtier and the dead Exorcist. The Courtier dies. The next night, the Storyteller decides that the Exorcist become alive again. The Exorcist doesn't act tonight - they normally act before the Shabaloth.

The Shabaloth attacks the Tea Lady's neighbor, then the Tea Lady. The Tea Lady's neighbor, who is protected by the Tea Lady, doesn't die, but the Tea Lady dies.

### How to Run

Each night except the first, wake the Shabaloth. They point at any two players. Put the Shabaloth to sleep. Each chosen player **dies** in the order chosen.

Each later night, just before waking the Shabaloth, you can choose one character token marked with the Shabaloth's "Dead" reminder, replace this reminder with the Shabaloth's "Alive" reminder, and remove its shroud. That player becomes **alive** again. *(If that player becomes alive again before they would act tonight, they act as normal.)*

At dawn, after declaring which players died, declare which player is alive again. *(Flip that player's life token from "dead" to "alive." Do not say why they are alive again.)*

*Since the Shabaloth cannot regurgitate themselves—they have no ability when dead—it is best to only rarely make the Shabaloth regurgitate. Once per game, maybe twice, is usually sufficient.*

**The Po** can elect to kill nobody at night, but goes on a rampage the following night.

- The Po kills 1 player per night, like many other Demons. However, if the Po chooses to attack nobody, then they may attack 3 players the following night.
- If the Po was drunk or poisoned when they choose nobody last night, they will choose 3 players tonight.
- A Po that is choosing 3 players, must do so. They may not choose no one again.
- To set up their 3 attacks, the Po must actually *choose* to kill nobody. Choosing a player who remains alive that night does not count.
- If the Exorcist selects the Po, the Po does not wake, so chooses nobody that night. The following night, the Po chooses 3 players.

### Examples

On the second night, the Po kills 1 player. On the third night, the Po chooses to kill nobody. On the fourth night, the Po kills 3 players.

The Po chooses to kill nobody, but is drunk. The next night, the Po is poisoned. They choose 3 players, but none of them die. The following night, the Po is sober and healthy and chooses a player, who dies.

The Po attacks the Moonchild, then the Goon, then the Grandmother. Only the Moonchild dies, because the Po became drunk when they attacked the Goon.

### How to Run

Each night except the first, wake the Po. They either shake their head no or point at any player. Put the Po to sleep. If they shook their head no, put the Po's "3 Attacks" reminder by the Po token. If they pointed at a player, that player **dies**.

If the Po wakes while marked with "3 Attacks," they point at any three players instead of any one player. Each chosen player **dies** in the order they were chosen. Remove the "3 Attacks" reminder.