

Blood on the Clocktower · **Bad Moon Rising**

TOWNSFOLK

Grandmother

You start knowing a good player & 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 not 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 neighbors are good, they can't die.

Pacifist

Executed good players might not die.

Fool

The 1st time you die, you don't.

OUTSIDERS

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.

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.

MINIONS

Godfather

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

[-1 or +1 Outsider]

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.

DEMONS

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.

* Not the first night.