**Bad Moon Rising TOWNSFOLK** Grandmother You start knowing a good player & character. If the Demon kills them, you die too. Sailor Each night, choose a 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 wake tonight due to their character ability. Each night\*, choose a player (not the same as last night): the Demon, if chosen, learns who you are & doesn't act tonight. **Exorcist** Innkeeper Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk. Each night\*, choose a player & guess their character: if you guess wrong, you die. Gambler 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 poisoned for 3 nights & 3 days. Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected. Professor Minstrel If a Minion died today, all other players (except Travelers) are drunk all night, until dusk. Tea Lady If both your alive neighbors are good, they can't die. **Pacifist** Executed good players might not die. Fool The first time you die, you don't. **OUTSIDERS** Tinker You might die at any time. Moonchild When you learn that you died, choose 1 alive player: if good, they die tonight. Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment. Goon Lunatic You think you are a Demon, but your abilities malfunction. The Demon knows who you are & who you attack. **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 (not the same as last night): if executed tomorrow, they don't die.







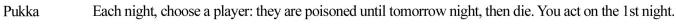
Once per game, at night\*, choose a player: they die, even if for some reason they could not. Assassin



Mastermind If the Demon dies by execution, play for one more day. If a player is then executed, their team loses.

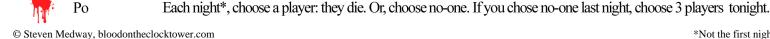


Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead. Zombuul





Shabaloth Each night\*, choose 2 players: they die. A dead player you attacked last night might be regurgitated.



**DEMONS** 









Sailor



Courtier



Godfather



Devil's Advocate



Pukka



Grandmother



Chambermaid



Dawn

First Night

**Bad Moon Rising** 

Dawn



Chambermaid



Grandmother



Moonchild



Tinker



GissoD



**Godfather** 



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Pukka

Shabaloth



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Exorcist



Lunatic



Devil's Advocate



Gambler



Junkeeper



Sailor



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