

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. Travellers 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 ways to keep players alive long past their use-by date. If the good team cannot determine which 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 and the Pacifist), while others encourage good players to take risks that may end in death in order to find out who is who (such as the Gambler and 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 and 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 and 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 and the Fool), then the good team is in serious trouble.

The Minions will need to time their abilities well. An Assassin with a well-timed 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



"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 they are 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

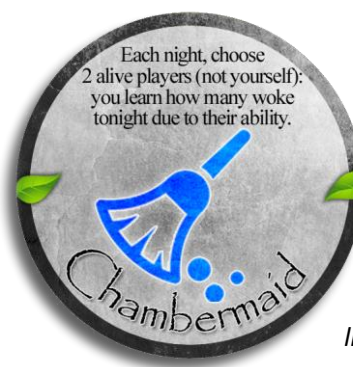
When preparing the first night, choose a Grandchild by marking any good character with the "Grandchild" reminder.

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

If the Demon kills the Grandchild, the Grandmother **dies**—mark them with the "Dead" reminder.



"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 the Sailor chooses a dead player accidentally, the Storyteller prompts them to choose again.
- If the Sailor chooses another player, the Storyteller chooses 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.
- While sober, the Sailor cannot die, even if they have not yet woken at night to go drinking.

Examples

The Sailor chooses the Exorcist, and the Storyteller decides that the Exorcist is drunk. That night, the Sailor is attacked by the Shabaloth. 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. Put the Sailor to sleep. Either the Sailor or this chosen player becomes **drunk**—mark them with the "Drunk" reminder.

If the sober Sailor would die, the Sailor remains alive. If the sober Sailor is executed, declare that this player is executed but remains alive. (*Do not say why.*)

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 woke tonight due to their ability but are drunk or poisoned still count as having woke tonight.
- If the Chambermaid chooses a dead player accidentally, the Storyteller prompts them to choose again.

Examples

The Chambermaid chooses the Exorcist and the Innkeeper, and learns a "2". The next night, the Exorcist chooses the Shabaloth, which will wake the Shabaloth. Later, the Chambermaid chooses the Shabaloth and the Fool. Since the Shabaloth 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" because the Assassin does not wake to use their ability on the first night. The next night, they choose the Assassin and the Gossip. The Assassin woke but did not use their ability. The Gossip ability was used, but the Gossip 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. Put the Chambermaid to sleep.

Do not wake the Chambermaid if there are not two players alive to be chosen (*due to the Mastermind, Zombuul, etc.*).



"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 waking to attack.

- 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 wake tonight, so does not choose players to 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 they 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 Po chooses to attack no one. The next 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 chooses three players to attack, because the Po's last choice was no one.

How to Run

Each night except the first, wake the Exorcist. They point at any player. Mark the chosen player's character token with the "Chosen" reminder. Put the Exorcist to sleep.

If the Exorcist chose the Demon, wake the Demon. Show them the "This character selected you" info token and the Exorcist token, then point at the Exorcist player. Put the Demon to sleep. Later tonight, do not wake the Demon.

A Demon chosen by the Exorcist will not wake to use their Demon ability, but will still wake if they need to due to other characters' abilities. This may be relevant if using the Exorcist with characters from other editions.



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

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

- The Innkeeper, like the Monk, makes players safe from being killed by the Demon. They are also safe from death caused by Outsiders, Minions, Townsfolk, and Travellers.
- The Innkeeper only protects players at night, not the day.
- One of the two players that the Innkeeper chooses becomes drunk for 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 becomes 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 becomes drunk. Later that night, the Assassin uses their ability, but nothing happens.

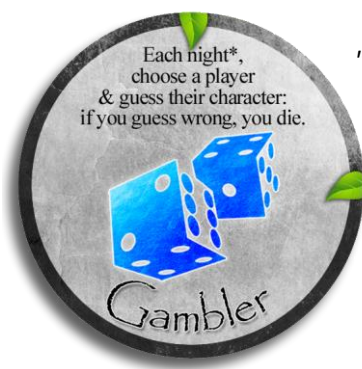
The Innkeeper protects themselves and the Pacifist. The Storyteller chooses that the Innkeeper becomes drunk. The Pacifist is attacked by the Demon tonight and dies.

How to Run

Each night except the first, wake the Innkeeper. They point at any two players. Put the Innkeeper to sleep. Mark the two chosen players with "Safe" reminders. One of the chosen players becomes **drunk**—mark them with the "Drunk" reminder. The players marked "Safe" cannot die tonight.

At dawn, remove the "Safe" reminders.

At dusk, remove the "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 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 the Gambler 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 is a different character from the chosen character icon, the Gambler **dies**—mark them with the "Dead" reminder.

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, the Storyteller kills a player that night. If it is false, then no players die due to the Gossip.
- Mumbled words, whispers, statements the Storyteller doesn't know are true or false, or statements that someone cannot hear don't count. Like 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.

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 Traveller 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

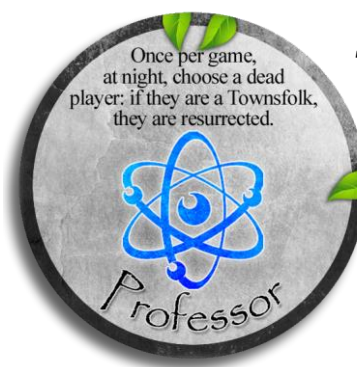
Each day, if the Gossip makes a definite, true public statement, put the Gossip's "Dead" reminder in the center of the left side of the Grimoire as a reminder to yourself to place it tonight.

Each night except the first, if the Gossip made a definite, true public statement today, you choose any player. The chosen player **dies**—mark them with the "Dead" reminder.

When choosing a player to die due to the Gossip ability, we recommend that you choose a character that will actually die, not one protected from death by an ability (like the Fool or Tea Lady). The Gossip gains knowledge when their statement caused a death. This is more helpful to the good team, and more fun for everyone.



"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 pseudodorafine, 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 three nights and three days, starting immediately.
- The Courtier does not learn if they were successful or not, so they might choose a character that is not in play.
- The Courtier chooses a character, *not* a player. The Courtier player may need to be reminded of this. Evil players bluffing as the Courtier may also need to be reminded.
- If the drunk or poisoned Courtier chooses a character, that character is not drunk, even if the Courtier later becomes sober and healthy. If the Courtier made a character drunk, but the Courtier becomes drunk or poisoned, the player they made drunk becomes sober again. If the Courtier becomes sober and healthy again before the three nights and three days have ended, that player becomes drunk yet again.

Examples

For 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 Po 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. Put the Courtier to sleep.

If the Courtier chose a character icon and that character is in play, the player of the chosen character becomes **drunk** for three nights and three days. Tonight, mark them with the Courtier's "Drunk 1" reminder. The next night, replace the "Drunk 1" reminder with the "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 **the Courtier loses their ability**—mark them with the "No Ability" reminder and remove their night token from the night sheet.

After the Courtier chooses a character to make drunk, 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 can choose 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, but not that the player is the Grandmother.

The drunk Professor chooses to resurrect the Minstrel. Unbeknownst to the Professor, the Minstrel 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. Put the Professor to sleep.

If the Professor chose a dead Townsfolk, the chosen player becomes **alive** again—mark them with the Professor's "Alive" reminder and remove their shroud. *(They wake later tonight if they normally would. If they wake on the first night only, they wake now to use their ability.)* At dawn, after declaring which players died, declare which player is alive again. *(Do not say why.)* **The Professor loses their ability**—mark them with the "No Ability" reminder and remove their night token from the night sheet.

In other editions, there can be multiple copies of the same character in play. The Courtier only makes one of them drunk.



"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."



"If you are cold, tea will warm you. If you are too heated, tea will cool you. If you are depressed, tea will cheer you. If you are excited, tea will calm you."

The Minstrel makes everybody drunk if a Minion dies.

- If a Minion is executed and dies, all players (except the Minstrel) become drunk immediately and stay drunk all through the night and all the following day. Townsfolk, Outsiders, Minions, and even Demons become drunk, but not Travellers. 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! If a Minion is executed but does not die, the Minstrel's ability does not trigger. If the Minstrel is drunk or poisoned when a Minion dies by execution, the Minstrel ability does not trigger.

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 executes 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 Apprentice Mastermind is exiled, so that night everyone becomes sober again, because the Minstrel ability doesn't trigger from a Traveller being exiled.

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 by execution, all other players except Travellers become **drunk**—put the Minstrel's "Everyone Is Drunk" reminder in the center of the left side of the Grimoire. At dusk tomorrow, all players made drunk by the Minstrel become **sober**—remove the "Everyone Is Drunk" reminder.

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 either alive neighbor is evil, or both are, then the Tea Lady does not protect her alive neighbors. If an evil player dies and the Tea Lady is now neighboring two good players, then 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

If both alive neighbors of the Tea Lady are good, mark those neighbors' character tokens with the Tea Lady's "Cannot Die" reminders. If either alive neighbor of the Tea Lady is evil, remove these reminders. Update these reminders immediately based on this condition throughout the entire game (*such as if a player's alignment changes*).

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



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



"...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 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 seven days, and five 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 Professor is executed and dies, because the Pacifist is drunk. The next day, a good Bishop is exiled and dies, because the Pacifist saves players 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. (*Do not say why.*) Then, begin the night phase. (*Whether the player lived or died, this was the one execution for the day.*)

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

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 executed by the Judge and dies.

The Demon attacks the Fool, who is protected by 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.

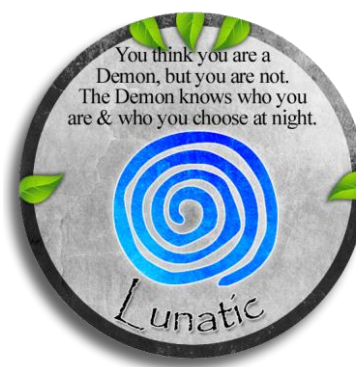
How to Run

If the Fool would die, they remain alive. (*But they die if they are drunk or poisoned.*) If the Fool was executed, declare that the player was executed but remains alive. (*Do not say why.*)

Either way, **the Fool loses their ability**—mark them with the "No Ability" reminder.



"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 the next day.
- Later on the same night, if another player wakes to use their ability and chooses the Goon, their ability works as normal.
- The Goon cannot make a player drunk unless the player chose the Goon. The Storyteller choosing the Goon due to an ability, such as the Grandmother's, 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 Courtier chooses the Goon. The Goon turns good, and the Courtier becomes 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

At night, if a player chooses to use their ability on the Goon and nobody is marked with the Goon's "Drunk" reminder, this player immediately becomes **drunk**—mark them with the "Drunk" reminder. Finish resolving this player's ability and put them to sleep. If this player's alignment is different from the Goon's alignment, rotate the Goon's character token—right side up for good, upside-down for evil—to match this player's alignment, then wake the Goon, give them a thumbs-up or a thumbs-down (*indicating their new alignment*), then put the Goon to sleep.

The next dusk, the player that the Goon made drunk becomes **sober**—remove the Goon's "Drunk" reminder.

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 is in play, but their choices have no effect because they have no Demon ability.
- The Lunatic wakes during the first night to learn three 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 two 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, 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. Show them the "These are your Minions" info token and point to a number of players equaling the number of Minions in play. (*These can be any players, whether or not they are Minions.*) Show any three good character tokens as bluffs. (*These can even be characters that are in play.*)

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

Each night, before the Demon wakes to attack, wake the Lunatic to act as if they were that Demon. Put a "Chosen" reminder on each player they chose, then put them to sleep. Wake the real Demon, point at the Lunatic, show the Lunatic token to the real Demon, and point at the players that the Lunatic chose. Then the Demon acts as normal.

You can make the Lunatic think they are a different Demon than the in-play Demon by instead putting two Demon tokens in the bag, then replacing one of them with the Lunatic token once they are in the Grimoire.



"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 can 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 attacked by the Demon. The Tinker does not die because they are protected by the Innkeeper. Later that night, the Innkeeper dies, so the Storyteller chooses to kill the Tinker too.

How to Run

At any time, you may decide that the Tinker **dies**. If this is during the day, immediately declare that the Tinker has died. If this is during the night, mark the Tinker with the "Dead" reminder and wait until dawn to declare which players died during the night. *(Do not say how.)*

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 their 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 someone upon death, killing them too.

- The Moonchild must choose a player within a minute or two of learning that they are dead, whether by an execution or at dawn when the Storyteller declares who died at night. The Moonchild can take their time and get advice from the group before making this decision.
- If the Moonchild chooses a good player, that player dies tonight. If they choose an evil player, nothing happens.
- As always, play along if an evil player is bluffing as the Moonchild and pretends to use their ability.
- It is not the Storyteller's responsibility to prompt the Moonchild to choose a player. The Moonchild must do this shortly after they learn that they are dead. Deliberately not doing so is considered cheating.
- If the Moonchild is sober and healthy at night but was drunk or poisoned when they chose a player today, that player dies. If the Moonchild is drunk or poisoned at night but was sober and healthy when they chose a player today, that player doesn't die.
- The Moonchild kills the Goon if the Goon was good when the Moonchild chose them, regardless of the Goon's alignment at night.

Examples

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

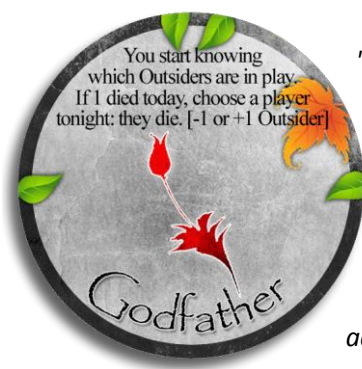
The Pacifist is in play. The Moonchild is executed but remains alive. The Moonchild does not choose a player, because the Moonchild did not die.

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

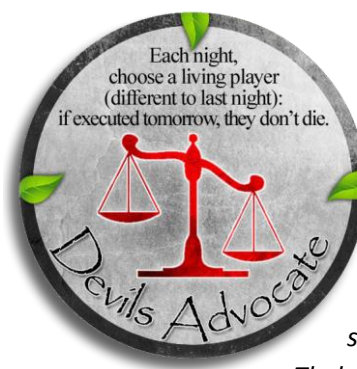
How to Run

When you declare that the Moonchild's player has died, the Moonchild chooses any alive player. If the chosen player is good, mark their character token with the "Dead" reminder. Tonight, the player marked with the Moonchild's "Dead" reminder **dies**.

If the Moonchild doesn't realize that they must choose a player when they die, privately remind them. New players may not understand how their character works.



"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 facie, which is, as Wills v. 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, either remove one Townsfolk and add one Outsider or remove one Outsider and add one Townsfolk.

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

If an Outsider dies during the day, mark them with the "Died Today" reminder. That night, wake the Godfather. They point at any player. Put the Godfather to sleep. The chosen player **dies**—mark them with the "Dead" reminder.

The Devil's Advocate saves players from 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.

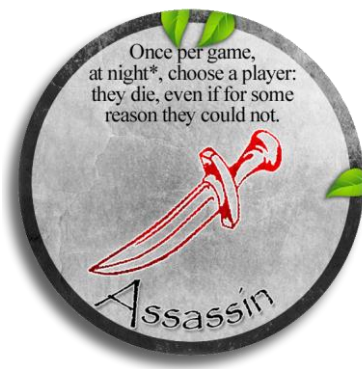
The Devil's Advocate protects the Zombuul. The Zombuul is executed but remains alive, so their life token is not flipped. The next day, the Zombuul is executed again and registers as dead.

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. Put the Devil's Advocate to sleep. Mark the chosen player with the "Survives Execution" reminder.

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



"..."

The Assassin kills who the Demon cannot.

- Once per game at night, the Assassin can kill a player. This player dies, even if they are protected from death in any way, such as from an ability.
- 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 two 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. Put the Assassin to sleep.

If the Assassin chose a player, that player **dies**—mark them with the "Dead" reminder. This cannot be prevented in any way (*except if the Assassin doesn't have their ability, such as if they're drunk or poisoned*). **The Assassin loses their ability**—mark them with the "No Ability" reminder and remove their night token from the night sheet. (*The Assassin won't wake again.*)



"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, as normal. During this extra night and day, other characters' abilities function as normal.
- If the Demon dies and just two players are left alive, the game still continues for another day—evil does not win from two players being alive, and good did not win by killing the Demon. The Mastermind ability says "play for one 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's execution did not make the game end. When the Zombuul is executed a second time and dies for real, 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

If the Demon is executed and dies, and the game would end, continue playing the game. (*Add a shroud as normal. Do not say that the Demon has died.*)

Tomorrow, if a good player is executed, declare that the game ends and evil wins, but 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, they actually don't die, but the Storyteller acts as if they died. The second time the Zombuul dies, they die 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 differences are that the game continues, the Zombuul still attacks, and the game continues if just two 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, do not announce that the player is alive.

Examples

The Zombuul is executed and appears to die. They cannot attack tonight. A few days later, only two 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 one 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, they remain alive. Declare that they died, but do not add a shroud to the Zombuul. (*Flip the life token on the Town Square, as normal.*) From now on, the Zombuul registers as dead.

Each day, if a player dies, mark them with the "Died Today" reminder. (*If the Zombuul "dies" by execution, they register as dead, so mark the Zombuul with the "Died Today" reminder.*)

Each night except the first, if any player is marked "Died Today", do not wake the Zombuul.

Each night except the first, if no player is marked "Died Today", wake the Zombuul. They point at any player. Put the Zombuul to sleep. The chosen player **dies**—mark them with the "Dead" reminder.



"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."

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

- When the Pukka attacks, their victim is poisoned immediately. On the next night, just after the Pukka attacks again, that player dies.
- Unlike other Demons, the Pukka acts during the first night.
- The Exorcist prevents the Pukka from waking to poison a player. The Innkeeper prevents the Pukka from killing a poisoned player, then that player is no longer poisoned.
- If the Pukka is drunk and chooses a player, that player does not become poisoned, so does not die the following night.
- If the Pukka was sober when they chose a player the previous night, but is drunk at night, that player does not die. But when the Pukka sobers up, the poison resumes and kills the player at night.

Examples

The Pukka poisons the Chambermaid. 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 and the Pukka poisons the Gossip. The next night, the Pukka is drunk and tries to poison the Tinker, but does not. The next night, the Gossip dies because the Pukka is sober.

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.

The Moonchild is executed, dies, and chooses the Courtier. That night, the Pukka chooses the Moonchild. The Courtier does not die, because the dead Moonchild is poisoned.

How to Run

Each night, wake the Pukka. They point at any player. Put the Pukka to sleep. The chosen player is **poisoned**—mark them with a "Poisoned" reminder.

Each night except the first, the other player marked "Poisoned" **dies**—mark them with a dead reminder, then remove their "Poisoned" reminder.

Players that the Pukka kills are still poisoned at their time of death. If you are using characters from other editions, you may need to keep the "Poisoned" reminder by the "Dead" reminder until their death ability is resolved. For example, if the Pukka kills the Sage, the Sage may get false information due to being poisoned by the Pukka.



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

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 regurgitated 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 becomes 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 then the Tea Lady dies.

How to Run

Each night except the first, wake the Shabaloth. They point at any two players, one at a time. Put the Shabaloth to sleep. In the order chosen, each chosen player **dies**—mark them with "Dead" reminders.

Each later night, just before waking the Shabaloth, you can choose one character marked with the Shabaloth's "Dead" reminder, and the chosen player becomes **alive** again—replace the "Dead" reminder with the Shabaloth's "Alive" reminder, and remove their shroud. They wake later tonight if they normally would. If they wake on the first night only, they wake now to use their ability. At dawn, after declaring which players died, declare which player is alive again. (*Do not say why.*)

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.



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

The Po can choose to attack nobody at night, but goes on a rampage the following night.

- The Po attacks one player per night, like many other Demons. However, if the Po chooses to attack nobody, then they may attack three players the following night.
- If the Po was drunk or poisoned when they chose nobody last night, they still choose three players tonight.
- A Po must choose three players when prompted to do so. They cannot choose no one again.
- The Po only gets three attacks if they chose nobody. The Po does not get three attacks if they chose to attack someone the previous night, but that player did not die.
- The Po doesn't act on the first night, but this night does not count as a night where the Po "chose no one."
- If the Exorcist selects the Po, the Po does not act, but this night does not count as a night where the Po "chose no one." However, if the Po chose no one the night before the Exorcist chose the Po, the Po chooses three players the night after the Exorcist chose the Po, because their last choice was no one.

Examples

On the second night, the Po attacks one player. On the third night, the Po chooses to attack nobody. On the fourth night, the Po attacks three players.

The Po chooses to attack nobody, but is drunk. The next night, the Po is poisoned. They choose three players, but none of them die. The following night, the Po is sober and healthy and attacks 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, mark the Po with the "3 Attacks" reminder. If they chose a player, that player **dies**—mark them with a "Dead" reminder.

If the Po wakes to act while marked "3 Attacks", they point at any three players, one at a time. In the order chosen, each chosen player **dies**—mark them with "Dead" reminders. Remove the "3 Attacks" reminder.

If this is your first time Storytelling *Bad Moon Rising*, and you are keen to learn by using the most simple, straightforward characters, consider putting the following characters into play:

Gambler, Professor, Minstrel, Pacifist, Fool, Tinker, Assassin, Shabaloth. You will need to choose when to use the Pacifist, Tinker, and Shabaloth resurrection abilities. The Minstrel and Fool abilities work automatically. The players will do the rest.

If you are feeling a little more adventurous and would like to create a more unique style of game that experiments with some more complicated characters and interactions, consider the following (for an eight-player game) or alter one to suit your style:

Gambler, Gossip, Chambermaid, Grandmother, Tinker, Moonchild, Godfather, Zombuul. This will be a game with quite a lot of information, as long as the good team is willing to take a few risks to get it. The Gambler, Gossip, Chambermaid, and Grandmother will learn helpful information quickly, but they will need to coordinate their knowledge well to track down the elusive Zombuul. The Tinker and Moonchild provide some much-needed cover for the Demon, because the Godfather being in play means there may be some extra deaths at night, making it seem like a different Demon is in play.

Chambermaid, Innkeeper, Minstrel, Exorcist, Fool, Lunatic, Assassin, Pukka. This setup will be a fun one for the evil team. The Assassin and the Pukka can both kill players that otherwise would not die, and the Pukka can cause a lot of havoc by poisoning the Chambermaid, Innkeeper, Minstrel, and Exorcist. The good team may be able to deduce that a Pukka is in play when the Fool dies, and may be able to use the Innkeeper to keep the Pukka at bay afterwards. The Lunatic may be a little tricky to run if you are new to *Bad Moon Rising*, so take your time.

Innkeeper, Tea Lady, Pacifist, Professor, Fool, Tinker, Devil's Advocate, Shabaloth. In this game, both the good and the evil team need to work hard to kill opposing players. There are many ways that death can be prevented for both sides. During the day, executions may not lead to death, and the good players will need to figure out whether this is due to the Pacifist, the Devil's Advocate, or someone else. At night, the Shabaloth will need to choose their victims wisely, or else be prevented from killing at all. Players may be brought back from the dead, and the good team would be wise to put some effort into figuring out why.

Sailor, Chambermaid, Minstrel, Courtier, Gambler, Goon, Mastermind, Po. This will be a very difficult puzzle for the good players to solve. The variable number of deaths at night due to the Po combined with the terrifying potential of the Mastermind should have the good team using all their wits to learn which Demon is in play, and even if the Demon is dead or alive—and this will be the key to victory. The good team has the awesome power of the Courtier to rely on, but they will need to use the Minstrel, Chambermaid, and Gambler to judge

which characters and which players are the best choices to select at night. Even the Sailor and Goon, played well, could cause sufficient confusion on the evil team to buy enough time for good to figure things out.