

# Bad Moon Rising

by The Pandemonium Institute

## TOWNSFOLK



### Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



### Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



### Chambermaid

Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



### Exorcist

Each night\*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



### Innkeeper

Each night\*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



### Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.

## OUTSIDERS



### 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.

## 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.

## TRAVELLERS



### Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



### Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.



### Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



### Courtier

Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Tea Lady

If both your alive neighbours are good, they can't die.



### Pacifist

Executed good players might not die.



### Fool

The first time you die, you don't.



### 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.



### 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.



### 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.



### Matron

Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.



### Voodoo

Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.