

Bad Moon Rising - First Night

by The Pandemonium Institute

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Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



Lunatic

Simulate Demon Info and First Night for the Demon received by the Lunatic. If simulating a Lunatic, Marionette or King, wake the Lunatic. Wake the Demon. Show the real Demon's character token. Show them the Lunatic player, and their selections if applicable.

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Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.



Courtier

The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.



Godfather

Show each of the Outsider tokens in play.



Devil's Advocate

The Devil's Advocate points to a living player. That player survives execution tomorrow.



Pukka

The Pukka points to a player. That player is poisoned.



Grandmother

Show the marked character token. Point to the marked player.



Chambermaid

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
























Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Bad Moon Rising - Other Nights

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|  | Dusk | Check that all eyes are closed. Some travellers act. |
|  | Sailor | The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk. |
|  | Courtier | Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
|  | Innkeeper | The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk. |
|  | Gambler | The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies. |
|  | Devil's Advocate | The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow. |
|  | Lunatic | Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers. |
|  | Exorcist | The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight. |
|  | Zombuul | If no-one died during the day: The Zombuul points to a player. That player dies. |
|  | Pukka | The Pukka points to a player. That player is poisoned. The previously poisoned player dies. |
|  | Shabaloth | One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die. |
|  | Po | If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal, or points to a player. Chosen players die |
|  | Assassin | If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies. |
|  | Godfather | If an Outsider died today: The Godfather points to a player. That player dies. |
|  | Gossip | If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies. |
|  | Professor | If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive. |
|  | Tinker | The Tinker might die. |
|  | Moonchild | If the Moonchild used their ability to target a player today: If that player is good, they die. |
|  | Grandmother | If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies. |
|  | Chambermaid | The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
|  | Dawn | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died. |