

# 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.

## 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.

## 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.

## 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.

## 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 opposing 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.

OUTSIDERS

MINIONS

DEMONS

TRAVELERS

