

Bad Moon Rising - First Night

by The Pandemonium Institute



Dusk

Start the Night Phase.



Apprentice

Show the Apprentice the YOU ARE card, then a Townsfolk or Minion token. In the Grimoire, replace the Apprentice token with that character token, and put the Apprentice's IS THE APPRENTICE reminder by that character token.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Lunatic

If there are 7 or more players, wake the Lunatic: Show the THESE ARE YOUR MINIONS token. Point to any players. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 good character tokens. Put the Lunatic to sleep. Wake the Demon. Show the YOU ARE info token and the Demon token. Show the THIS PLAYER IS info token and the Lunatic token, then point to the Lunatic.



Demon Info

If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Sailor

The Sailor chooses a living player.



Courtier

The Courtier might choose a character.



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player.



Pukka

The Pukka chooses a player.



Grandmother

Point to the grandchild player & show their character token.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.

Bad Moon Rising - Other Nights

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Dusk Start the Night Phase.



Sailor The Sailor chooses a living player.



Courtier The Courtier might choose a character.



Innkeeper The Innkeeper chooses 2 players.



Gambler The Gambler chooses a player & a character.



Devil's Advocate The Devil's Advocate chooses a living player.



Lunatic Do whatever needs to be done to simulate the Demon acting. Put the Lunatic to sleep. Wake the Demon. Show the Lunatic token & point to them, then their target(s).



Exorcist The Exorcist chooses a player. Put the Exorcist to sleep. If the Exorcist chose the Demon: Wake the Demon. Show the THIS CHARACTER SELECTED YOU & Exorcist tokens. Point to the Exorcist.



Zombuul If no one died today, the Zombuul chooses a player.



Pukka The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



Shabaloth A previously chosen player might be resurrected. The Shabaloth chooses 2 players.



Po The Po may choose a player OR chooses 3 players if they chose no-one last night. or



Assassin The Assassin might choose a player.



Godfather If an Outsider died today, the Godfather chooses a player.



Gossip If the Gossip is due to kill a player, they die.



Professor The Professor might choose a dead player.



Tinker The Tinker might die.



Moonchild If the Moonchild is due to kill a good player, they die.



Grandmother If the grandchild was killed by the Demon, the Grandmother dies too.



Chambermaid The Chambermaid chooses 2 living players. Give a finger signal.



Dawn Wait for a few seconds. End the Night Phase.