# The Balance of Life and Death v1.0.0 *by AlejoFBlack*

## TOWNSFOLK



### Steward
You start knowing 1 good player.



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



### 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.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



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



### Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



### Pacifist
Executed good players might not die.



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



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



### Fool
The first time you die, you don't.



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



### Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



### Tinker
You might die at any time.



### Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

## MINION



### Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



### Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



### Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



### Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

# Quick Reference

*The Balance of Life and Death — by AlejoFBlack*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Poisoner
6. Godfather
7. Devil's Advocate
8. Pukka
9. Amnesiac
10. Chambermaid
11. Dawn

## FABLED, JINXES & LORIC

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Lunatic
7. Exorcist
8. Lycanthrope
9. Zombuul
10. Pukka
11. Shabaloth
12. Godfather
13. Gossip
14. Acrobat
15. Professor
16. Amnesiac
17. Tinker
18. Chambermaid
19. Dawn

## PLAYER COUNT

| PLAYERS | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| MINIONS | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| DEMONS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

# First Night

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions. |
| 3 | D | **Demon Info**<br>If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| 4 |  | **Lunatic**<br>If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Godfather**<br>Show each of the Outsider tokens in play. |
| 7 |  | **Devil's Advocate**<br>The Devil's Advocate points to a living player. That player survives execution tomorrow. |
| 8 |  | **Pukka**<br>The Pukka points to a player. That player is poisoned. |
| 9 |  | **Amnesiac**<br>Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability. |
| 10 |  | **Chambermaid**<br>The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability. |
| 11 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1. **Dusk**
   Start the Night Phase.
2. 
   **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
3. 
   **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. 
   **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5. 
   **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6. 
   **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.
7. 
   **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.
8. 
   **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
9. 
   **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
10. 
    **Pukka**
    The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
11. 
    **Shabaloth**
    One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
12. 
    **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
13. 
    **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14. 
    **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
15. 
    **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.
16. 
    **Amnesiac**
    If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
17. 
    **Tinker**
    The Tinker might die.
18. 
    **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.
19. **Dawn**
    Wait for a few seconds. End the Night Phase.