# Death is not the end v1.0.6 *by JuJu*

Spirit of Ivory · Tor · Bootlegger

## TOWNSFOLK



### Chef
You start knowing how many pairs of evil players there are.



### Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



### Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



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



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



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



### Nightwatchman
Once per game, at night, choose a player: they learn who you are.



### Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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



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

## OUTSIDER



### Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### 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.



### Mutant
If you are "mad" about being an Outsider, you might be executed.

## 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.



### Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



### Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

## DEMON



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



### Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

*Death is not the end — by JuJu*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Preacher
6. Poisoner
7. Snake Charmer
8. Godfather
9. Devil's Advocate
10. Witch
11. Pukka
12. Chef
13. Butler
14. Clockmaker
15. Seamstress
16. Nightwatchman
17. Cult Leader
18. Dawn

## FABLED, JINXES & LORIC

### BOOTLEGGER RULES

> *If you are a Each Night Picking role, You must pick differently from last night, Never pick yourself, and vote like you are the Butler.*

### FABLED



**Spirit of Ivory**
There can't be more than 1 extra evil player.

### LORIC



**Tor**
Players don't know their character or alignment. They learn them when they die.



**Bootlegger**
This script has homebrew characters or rules.

### RECOMMENDED TRAVELLERS



**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.



**Harlot**
Each night*, choose a living player: if they agree, you learn their character, but you both might die.



**Butcher**
Each day, after the 1st execution, you may nominate again.



**Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.



**Beggar**
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

## OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Poisoner
5. Snake Charmer
6. Devil's Advocate
7. Witch
8. Exorcist
9. Lycanthrope
10. Pukka
11. Fang Gu
12. Vigormortis
13. Assassin
14. Godfather
15. Acrobat
16. Tinker
17. Seamstress
18. Nightwatchman
19. Cult Leader
20. Butler
21. 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

*Death is not the end — by JuJu*

1. **Dusk**
   Start the Night Phase.
2. **Minion Info**
   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. **Demon Info**
   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. **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5. **Preacher**
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6. **Poisoner**
   The Poisoner points to a player. That player is poisoned.
7. **Snake Charmer**
   The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
8. **Godfather**
   Show each of the Outsider tokens in play.
9. **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
10. **Witch**
    The Witch points to a player. If that player nominates tomorrow they die immediately.
11. **Pukka**
    The Pukka points to a player. That player is poisoned.
12. **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
13. **Butler**
    The Butler points to a player. Mark that player as 'Master'.
14. **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
15. **Seamstress**
    The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
16. **Nightwatchman**
    The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.
17. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.

# Other Nights

*Death is not the end — by JuJu*

1 D **Dusk**
Start the Night Phase.

2 **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.

3 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

4 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

8 **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.

9 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

10 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

11 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

12 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

13 **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.

14 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

15 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

16 **Tinker**
The Tinker might die.

17 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

18 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

19 **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

20 **Butler**
The Butler points to a player. Mark that player as 'Master'.

21 D **Dawn**
Wait for a few seconds. End the Night Phase.