The Death Note v1.0.0 *by seaplus*

Bootlegger

TOWNSFOLK



Steward
You start knowing 1 good player.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



Town Crier
Each night*, you learn if a Minion nominated today.



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Farmer
If you die at night, an alive good player becomes a Farmer.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



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



Pit-Hag
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



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.



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snake Charmer
5. Godfather
6. Witch
7. Pukka
8. Empath
9. Clockmaker
10. Noble
11. Balloonist
12. Dawn

FABLED, JINXES & LORIC

BOOTLEGGER RULES

> *All Outsiders are the Moonchild*

LORIC



Bootlegger
This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Snake Charmer
3. Witch
4. Pit-Hag
5. Lycanthrope
6. Pukka
7. No Dashii
8. Al-Hadikhia
9. Assassin
10. Godfather
11. Farmer
12. Moonchild
13. Ravenkeeper
14. Empath
15. Town Crier
16. Balloonist
17. 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. **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. 
   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.
5. 
   Godfather
   Show each of the Outsider tokens in play.
6. 
   Witch
   The Witch points to a player. If that player nominates tomorrow they die immediately.
7. 
   Pukka
   The Pukka points to a player. That player is poisoned.
8. 
   Empath
   Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
9. 
   Clockmaker
   Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
10. 
    Noble
    Point to 3 players including one evil player, in no particular order.
11. 
    Balloonist
    Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
12. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

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.

3 

Witch

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

4 

Pit-Hag

The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

5 

Lycanthrope

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

6 

Pukka

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

7 

No Dashii

The No Dashii points to a player. That player dies.

8 

Al-Hadikhia

The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

9 

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.

10 

Godfather

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

11 

Farmer

If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

12 

Moonchild

If the Moonchild used their ability to target a player today: If that player is good, they die.

13 

Ravenkeeper

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

14 

Empath

Show the finger signal (0, 1, 2) for the number of evil neighbours.

15 

Town Crier

Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

16 

Balloonist

Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

17 D

Dawn

Wait for a few seconds. End the Night Phase.