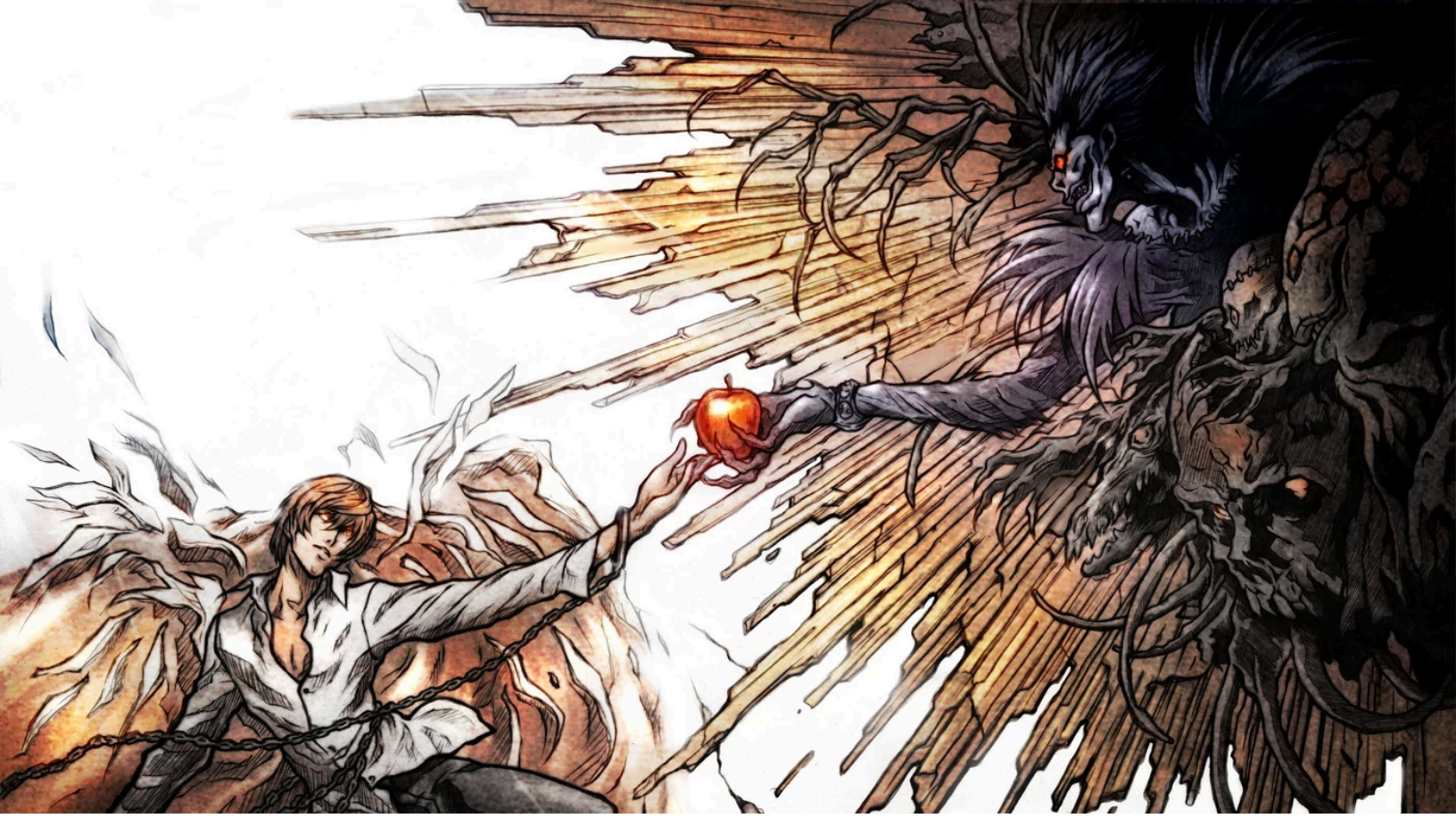


Pactum Infernus

Feel free to introduce yourselves or not. The Shinigami does not have to know who you are to grant you Shinigami Eyes.

Shinigami - Anonymous
Owner - Anonymous

Hello there. Do you by any chance have any apples?
So, err. Let me introduce myself first. My name is Ryuku, Shinigami at your service. I've heard your cries about being a helpless little person who lost his Foundation in order to live a bit longer. And that is now gone too. How unfortunate. So, I brought you a little gift here to play with. All you have to do is write a name, and they will be gone. Just like that. The only catch is that you need to know their character real name, or you can ask me for Shinigami eyes deal to bypass that rule.
It's a bit funny, but two of your favorite friends who were behind your lynch today have already revealed their names. It would be so ironic if either SCP-106 or Dr. Alistair Grout die tonight. Or perhaps it would be... justice?
Anyway, you have a chance to use the notebook tonight as you please. Tomorrow it could be already too late for you, or, for the justice. Don't ask, but I sense something odd will happen.

I'm going to go ahead and ask for the Shinigami Eyes, since I don't think there's any protective actions that can really target me at the moment…

Also, what are you getting out of this arrangement?

I'm granting you Shinigami eyes then. I'm not getting anything particular, no new powers or anything like that. It's just what I am here for - to balance things out. And also because it was so boring in the Shinigami Realm. It's much more interesting seeing what you humans do with the Death Note.
If you have any further questions, go ahead and let me know. We still have some time.
Oh and, don't forget that you should pass the Notebook to someone else after you use it.

I think I'm actually forced to, although that rule could be stated a bit more clearly.

If you do pass it, just let me know who you are passing it to - for bookkeeping purposes.

You don't have to pass it the first night if you don't want to. You have to pass it by the night *after* using it.

Yea, perhaps edit that rule a bit. Or add it in the explanation section.

Pretty sure it's further explained near the questions zone.

By the night, and during the night isn't the same time period, and implies that I would need to get rid of it before the night began.

Shrug, I'm taking the relatively safe option of handing it off to Orange.

If you're not sure who to hand it to, remember Jeod will return to game soon.

I want to see Orange's reaction also. :P

Death Note in Orange's hands can be very dangerous :p Last time as Teru he helped Light remove all his obstacles and kill L.

He probably has the best neutral claim in game though, since he's playing counter to you to an extent.

I don't have an counter. I am just mere balance touch. There are too many protective roles here which are otherwise impossible to remove. We also have the mechanic to return dead people back in the game.
Besides, it's up to you how the notebook is used, not really up to me. So the counters are you.
Scum have already tried the Death Note to fulfill their needs. Then they tried to remove me for obvious reasons so that they would secure their secret. But they have miscounted.

Hugh, I'll go deal with her then…

So, what's your plan? I like to watch interesting plots in the background. If I see someone worth and interesting, I might arrange that they'll get the Notebook back to them again :p
I may also deliver messages to the next owner to some degree. It's not really forbidden.

Plan is try to pick off scum, however many of them their might be in total… So I'm basically winging it one step at a time. :D

Problem is, and you might have already guessed, that once you have been proven not to lie, they will try to nightkill you eventually. So far they were unlucky or otherwise occupied in their efforts.
Jeod returning to game will also complicate things for them.
Orange is a big mystery, once he completes his experiments, we can only guess what he's capable of.

Also, I have to go with a boring kill since I'm a government organization, so I'll apologize for that.

You can control the flavor of the kill. You may hint how people react to the right direction.

But If I die tonight I want them to know it was me that killed them in retaliation. :v Actually, maybe I should have Retaliation show up and kill someone...

I like that. Very intuitive. And original. Voe is also a synonym for vengeance (or a complete fail).

Yep, death by Rogue Psyduck is going to be a thing now. :P

Heheheheheheheheheheheh.
See I did predict that things will look odd tomorrow.

By the way, appreciate discussing who to target with you. Honestly, I was debating between four different players, iLTS, Sunflower, Orange and Chopbam, and kept going back over the various reasons why they were acting like they were.

Well now you see why some of them were pretty nervous. With me and with you. Hehehe.
And one of them particularly knows that a death from the Death Note is unstoppable.

What is your victory condition exactly?

I've met my win condition. Death Note was already used. Backfired also. As a bonus.
It's still going to be used regardless who gets it (I guess until it ends in the "wrong hands").

Ok, I won't worry about trying to wrap up the game tomorrow then if I get the chance.

Did Nodlied have the death note when he died?

What do you think? Nodlied would be the last person I would give the Death Note to. He pretty much very disliked it in previous Death Note game. And caused that Jeod (Shinigami of that game) almost quit for it.

I'm mostly just wondering how the death note got back to you. :v

It does, there are some Shinigami rules for it when that happens.
Or maybe there are more notebooks in the game. Hehehehe. (in previous game there were 2 + 1 fake one). Honestly I don't know about the fake one since the link between Shinigami and user won't be created. If there is a fake one it would have to be some human behind it.

Yep, that was one of my possible scenarios, basically no NK and two roughly equal sides with two books in play.

It's a misfortune for the scum team, really. I first handed the Notebook to the one person I thought would very much appreciate it. They used it but wanted to get rid of me in the process. That failed for obvious reasons. And I think the protective roles in this game are very much obstacle for them as for others. Death Note is truly the only thing that is 100% unstoppable.

Are you certain we can't talk you into killing yourself? :P

I'll go away when the Notebook is no longer usable, destroyed or basically no longer needed (aka one side wins the game). For one side it may the only way to get rid of some players. Especially with everything that's been going on.

Any idea what roleblocking does in regards to all of this?

Iirc, a Death Note kill can't be roleblocked. I also can't be roleblocked when I grant shinigami eyes (my only action). Players who hand over the death note can be roleblocked though. In that case the notebook stays with them. If they did not used it, they can use it again.

Well, I might have some options of what I can do with that still. :P

The way I see it, you might only have one chance to use the Notebook today. If you are nightkilled, the notebook goes back to me (at least that's what I think, but there's no rule for that since that didn't happen yet).

The killer might pick it up also.

Yea that's what I'm afraid of. Question is if you pass the Notebook, will that happen before or after the kill. It's also a mystery. Hence I'm asking you who you want to give the Notebook to so I can figure it out :p

Well, in my case, Orange should actually be capable of revealing the existence of the Notebook since he has that curse immunity.

I don't think that will help him. This is not a curse. It's a clause. A contract.

Great, I just realized that means Orange should have the notebook, but he doesn't get the masonry at the same time …
Interesting. Do you see the masonry as a curse?

The contract is labeled as a curse. Which, I kind have to think Orange can't use it to kill anyone without the contract also, even if he could open the book and read it…

Well all the rules apply to everyone, it's not part of a curse.
But I'll let you know if you are curious when we get there. Hehehehe.

Yeah, I think he's immune to dieing if he discusses about the notebook or it's rules though.

Well first he would have to believe it too. And 2nd he can then try and we'll see if he lives or not. But no one is immune to the rules of the Notebook.

Hugh, he should actually get the masonry though, since that's a result of opening the book though.

Just to be on the safe side though. Nothing in my PM mentions any curse. Not a word about it. There is only a contract between the user and Shinigami. And explicit rules.

My problem might be Irish's definition and word choice in explaining it, since he clearly uses the word Curse in the description, but that might just be a reference that I'm misinterpreting.

"Death notates the names we have." (Curse)

Considering it also has listed rule about discussing it though, that shouldn't actually come up. Which leaves me to wonder about that so called curse immunity Orange said he had…

Hehe don't ask me, for me his role sounds too complicated. I would be better of if he was one of the erased ones. For the sake of my headaches. Hehehehe.

We need one neutral player other than you though, since you're basically unkillable and don't do much.

I don't think we have 3 neutral players in game though.

Do you think Nodlied was neutral though?

I think no one really is truly "neutral". Everyone has some hidden agenda. No one is here just to survive.
Maybe Nodlied's role was also a "balancer" one. But in Orange's case there's something more in his experiments.

Just like with your Frankenstein project, something similar is brewing in his asylum.

To be fair, I was a very odd TP role that game. :v The only reason I would have been hostile was if Town/Mafia didn't kill enough players over the course of the game for me. And then my monster was supposed to kill me and sabotage me?

Yes, definitely a "headache" role. **crunches a bite of an apple**

I suppose I'm just betting on Orange's objective to not completely prevent me from achieving my own. See if I can use his role for Town's victory instead.

If he's telling the truth, that he has already accomplished the win condition and now just has to survive, he will side with whatever side that is closer to victory. Whether town or not.
If he's not telling the truth, who knows. Either way, scum will not target him. They will go after confirmed town players and power roles.

Hugh, well, I suppose if nothing else, you can always ask the Shinigami for help. :P

Heh. *As a rule, they say humans haunted by a shinigami have nothing but misfortune.* :p
Scum (probably) already know that you have/had the Death Note. That's the bad news. Good news is if you can use this situation to help yourself or your side.

Yeah, kinda wish I had a better clue of who is on my side though, I basically have Chopbam and KY, and that's it maybe...plus hopefully Jeod or Category 5…

If you are unaware about the Ghost Trick Mafia. Sissel (or whoever is being the ghost detective) must stay dead in order to change other dead players' fates. For that regard, Category 5 will work in the shadow to influence the game. He may as well be the other "balancer role" of some sort. He's the most likely person to cause alignments being hidden permanently, or until he used up all his revives.
He hinted that he talked to Jeod, so we have to see how that will work out. Most likely Jeod will be the one returning to the game. If it was Category 5, he would have to be killed again (which is unlikely).