

# Giant Badaver

“巨人观” Group 1, Top 50, 1st *The Young Nights* script competition

## ALCHEMIST

You have a not-in-play Minion ability.

## LIBRARIAN

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)

## INN WAITER

You start knowing 2 good players: one of them is drunk, even if you die.

## BUREAU OF ASTRONOMY

You start knowing if your closest evil player is on the left-hand/right-hand/same side. You learn wrong info if you neighbour an evil player.

## SNAKE CHARMER

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

## LYCANTHROPE

Each night\*, choose an alive player: if good, they die, but they are the only player that can die tonight.

## UNDERTAKER

Each night\*, you learn which character died by execution today.

## DRUNK

You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MUTANT

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

## MARIONETTE

You think you are a good character, but you are not. The Demon knows who you are. [YOU NEIGHBOR THE DEMON]

## 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.

## LEVIATHAN

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

## GOSSIP

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

## OPERA SINGER

Once per game, you may invite the group to watch the show and you select the audience from those agree to join as audience. Tonight, if the Demon is one of your audience, you die.

## SEAMSTRESS

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

## SLAYER

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

## CANNIBAL

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

## TEA LADY

If both your alive neighbors are good, they can't die.

## PEDANT

The Demon knows you are in play. Once per game, the Demon can visit the Storyteller and guesses you. If they guesses correctly, even if dead, tonight they can choose a player: the player dies.

## TINKER

You might die at any time.

## CORPSE MANIPULATOR

The 1st time your neighbor Townsfolk die, they register as alive. [-1 OUTSIDER]

## INSECT KEEPER

The player nominates you when you are alive dies tonight, even if dead.

## SCARLET WOMAN

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

TOWNSFOLK  
OUTSIDER

MINION  
DEMON





DUSK



ALCHEMIST



MINION INFO



DEMON INFO



MARIONETTE



PEDANT



SNAKE  
CHARMER



LIBRARIAN



SEAMSTRESS



INN KEEPER



BUREAU OF  
ASTRONOMY



DAWN



LEVIATHAN

FIRST  
NIGHT



# DJINN RULES



After day 5, the Pit-Hag cannot choose Leviathan.



LEVIATHAN



DAWN



SEAMSTRESS



UNDERTAKER



TINKER



GOSSIP



OPERA SINGER



KEEPER



INSECT

ASSASSIN



PEDANT



LYCANTHROPE



WOMEN



SCARLET

CHARMER



SNAKE

PIT-HAG



DUSK



STHGIN REHTO

第一届 华灯初上  
剧本创作大赛