

Celestial Lighthouse

“云间华墟” Group 1, Top 50, 1st *The Young Nights* script competition

YIN-YANG DIVISION

You start knowing 2 good characters & 2 evil characters: 2 of them are in play.

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.

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.

CHAMBERMAID

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

RATTLE WATCHMAN

Each night*, guess the number of steps from you to the 1st player about to die tonight: if correct, you are the only player that can die tonight, and you might die.

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.

DEVIL’S ADVOCATE

Each night, choose a living player (different to last night): if executed tomorrow, they don’t die.

CERENOVUS

Each night, choose a player & a good character: they are “mad” they are this character tomorrow, or might be executed.

PUKKA

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

NO DASHI

Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.

JUGGLER

On your 1st day, publicly guess up to 5 players’ character. That night, you learn how many you get correct.

SAVANT

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.

FACE CHANGER

Each day, you may be “mad” about being a good character (different to before): tonight, until dusk tomorrow, you gain their ability.

SEAMSTRESS

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

ARTIST

Once per game, during the day, privately ask the Storyteller any yes/no question.

TEA LADY

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

MINSTREL

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

HATTER

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

BARBER

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

CORPSE MANIPULATOR

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

SCARLET WOMAN

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

HUN DUN

Each night*, choose a player: they die. If you kill a neighbor Townsfolk player this way, all good players are poisoned until dusk tomorrow.

QIONG QI

Each night*, choose a player: they die; if an Outsider dies today, choose player: they die but register as alive, and another player dies. [+1 OUTSIDER]

TOWNSFOLK

OUTSIDER
MINION

DEMON



DJINN RULES

FIRST
NIGHT



DUSK



MINION INFO



DEMON INFO



PREACHER



SNAKE

CHARMER



DEVIL'S

ADVOCATE



CERENOVUS



PUKKA



SEAMSTRESS



YIN-YANG

DIVISION



BUREAU OF

ASTRONOMY



CHAMBERMAID



DAWN



DAWN



CHAMBERMAID



JUGGLER



SEAMSTRESS



BARBER



QIONG QI



HUN DUN



NO DASHI



PUKKA



WOMEN



SCARLET

CERENOVUS



ADVOCATE



DEVIL'S

WATCHMAN



RATTLE

CHARMER



SNAKE

PREACHER



HATTER



DUSK



TO REIN STATE

第一届 华灯初上
剧本创作大赛