

Trouble Lurking

暗流潜伏” Group 1, Top 50, 1st The Young Nights script competition

TOWNSFOLK
OUTSIDER
MINION
DEMON



ALCHEMIST

You have a not-in-play Minion ability.



KNIGHT

You start knowing 2 players that are not the Demon.



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.



EMPATH

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



CHAMBERMAID

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



MATHEMATICIAN

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



LUNATIC

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



RECLUSE

You might register as evil & as a Minion or Demon, even if dead.



MONK

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



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.



POPPY GROWER

Minions & Demons do not know each other. If you die, they learn who each other are that night.



MINSTREL

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



CANNIBAL

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



BARBER

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



PLAGUE DOCTOR

If you die, the Storyteller gains a not-in-play Minion ability.



GODFATHER

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 OR +1 OUTSIDER]



CHARMING FOX

You start by choosing a player: they know you are in play. If you die by execution, they turn Evil tonight.



POISONER

Each night, choose a player: they are poisoned tonight and tomorrow day.



INSECT KEEPER

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



VORTEX

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



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.



OJO

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



TAO WU

Each night*, choose a player: they die. If you are about to die, you do not die but an alive Minion that has ability loses ability instead. You do not learn the Demon info.

FIRST NIGHT

DJINN RULES



The **Chambermaid** learns if the **Mathematician** wakes tonight or not, even though the **Chambermaid** wakes first.



The **Mathematician** learns if the **Lunatic** attacks a different player(s) than the real Demon attacks.



If the **Plague Doctor** dies, a living Minion gains the **Charming Fox** ability in addition to their own ability, and learns this.



If the **Plague Doctor** dies, a living Minion gains the **Insect Keeper** ability in addition to their own ability, and learns this.



If the **Tao Wu** player has their character swapped with another player, the NO ABILITY reminder tokens marked by Minion character tokens due to the **Tao Wu** ability are not removed.

STIGHN REHTO

DAWN



MATHEMATICIAN



CHAMBERMAID



SEAMSTRESS



EMPATH



DOCTOR



PLAQUE



BARBER



KEEPER



INSECT



GODFATHER



TAO WU



HUN DUN



OJO



VORTOX



LUNATIC



FOX



CHARMING



MONK



POISONER



PREACHER



GROWER



POPPY



DUSK



DUSK

ALCHEMIST

POPPY
GROWER

M

MINION INFO



LUNATIC



TAO WU

D

DEMON INFO



PREACHER



POISONER



GODFATHER



CHARMING
FOX



EMPATH



SEAMSTRESS



KNIGHT
BUREAU OF
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CHAMBERMAID



MATHEMATICIAN



DAWN