



# By the Fireplace

“雪夜洪炉” Group 1, Top 50, 1st *The Young Nights* script competition

## INN WAITER

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

## SHUGENJA

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

## SAILOR

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

## HERB DOCTOR

Each night, choose a player: you learn a word referring to their ability.

## MATHEMATICIAN

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

## GAMBLER

Each night\*, choose a player & guess their character: if you guess wrong, you die.

## 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.

## TRAITOROUS MINISTER

You start by choosing another player: one of you turns Evil when the other dies by execution first.

## MR. MISFORTUNE

If you die, 1 alive neighbor may die tonight.

## GODFATHER

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

## DEVIL'S ADVOCATE

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

## IMP

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

## PO

Each night\*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

## ORACLE

Each night\*, you learn how many dead players are evil.

## 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.

## THE ENLIGHTENED ONE

You think you are an Outsider character, but you are not. If you are chosen or affected by an evil player's ability, you become a not-in-play Townsfolk character immediately.

## HALF AN IMMORTAL

If you are chosen by a character's ability at night, another evil player will be targeted instead.

## TEA LADY

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

## BARBER

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

## SWEETHEART

When you die, 1 player is drunk from now on.

## 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.

## FANG GU

Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 OUTSIDER]

## TAO TIE

Each night\*, choose any number of (non-Traveller) player or choose a Traveller player: if they are of different character type, they die. [+1 Outsider]

TOWNSFOLK

OUTSIDER  
MINION

DEMON



DUSK

MINION INFO

DEMON INFO

SAILOR

GODFATHER

DEVIL'S ADVOCATE

TRAITOROUS

MINISTER

HERB

DOCTOR

SHUGENJA

MATHEMATICIAN

DAWN

FIRST NIGHT



# DJINN RULES



TO REHSING

DAWN

MATHEMATICIAN

DOCTOR

HERB

ORACLE

SWEETHEART

BARBER

MISFORTUNE

MR.

OPERA SINGER

KEEPER

INSECT

ADVOCATE

DEVIL'S

GODFATHER

TAO TIE

FANG GU

PO

IMP

MINISTER

TRAITOROUS

WATCHMAN

RATTLE

GAMBLER

SAILOR

DUSK