

Beneath Dim Stars

"星稀月明" Group 1, Top 50, 1st The Young Nights script competition

TOWNSFOLK

OUTSIDER

MINION

DEMON

NOBLE

You start knowing 3 players, 1 and only 1 of which is evil.

SNAKE CHARMER

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

EMPATH

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

FORTUNE TELLER

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

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.

INNKEEPER

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

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.

TRAITOROUS MINISTER

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

GODFATHER

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

POISONER

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

IMP

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

FANG GU

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

SEAMSTRESS

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

NIGHTWATCHMAN

Once per game, at night, choose a player: they learn who you are.

SLAYER

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

VIRGIN

The 1st time you are nominated, if the nominator is Townsfolk, they are executed immediately.

FARMER

If you die at night, an alive good player becomes a Farmer.

MAYOR

If only 3 players alive & no execution occurs, your team wins. If you die at night, another player might die instead.

RECLUSE

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

SAINT

If you die by execution, your team loses.

SPY

Each night, you see the Grimoire. You might register as Good & as a Townsfolk or Outsider, even if dead.

SCARLET WOMAN

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

NO DASHII

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



DUSK



MINION INFO



DEMON INFO



POISONER



SNAKE
CHARMER



GODFATHER



EMPATH



FORTUNE
TELLER



TRAITOROUS
MINISTER



SEAMSTRESS



NOBLE



NIGHTWATCHMAN



SPY



BUREAU OF
ASTRONOMY



DAWN

FIRST
NIGHT



DJINN RULES



If the **Fang Gu** chooses an outsider and dies, the **Scarlet Woman** does not become the **Fang Gu**.



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DAWN



SPY



NIGHTWATCHMAN



SEAMSTRESS



UNDERTAKER



TELLER



FORTUNE



EMPATH



FARMER



GODFATHER



NO DASHI



FANG GU



IMP



WOMEN



SCARLET



TRAITOROUS



CHARMER



SNAKE



INNKEEPER



POISONER



DUSK



TO REHIGHIN

第一届 华灯初上
剧本创作大赛