Reneath Dim Sta

Group 1, Top 50, 1st The Young Nights script competition



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



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



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

FORTUND 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 vou 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]

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

POISONER

Imp.

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.



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.



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



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.



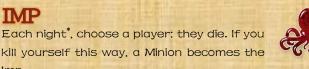
SCARLET WOMAN

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.



FANG GU

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











POISONER

1st The Young Nights script competition

NWAQ

NAMHOTAWTHDIN

UNDERTAKER

TELLER

HTA9M3

RAMMAR!

GODFATHER

IIHSAG ON @

LANG GU

FORTUNE

YAS &



















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