

# Mayoral Decrees

## *A Script for Running BITE*

### Prologue

Greetings, fellow villagers! It is my unfortunate and solemn duty to inform you that our fair village is threatened by agents of darkness! We must now band together and try to root out this evil in our midst. We can remain safe by spending our evenings in each others' company, learning what we can from our friends and neighbors to discover the fiends among us.

### Overview

For the next few nights, there is safety in numbers. You will pair up and talk with other players one-on-one. At the end of the conversation, you will reveal action cards which cause certain events to occur. Once these actions are complete, you will speak with a new partner and play new action cards. We will repeat this process across

**[If there are 6 to 11 players]** 6 turns,

**[If there are 12 to 16 players]** 9 turns,

stopping every 3 turns for a Town Hall, where we gather for announcements. We end with a final Town Hall, where we count our dead and reveal our loyalties. Whichever side has the most remaining players, living or undead, will claim our village either for Good or Evil. You will know you are Evil if your role card or any action card you receive has the flaming skull of Evil upon it.

**(Rulebook, p.2)**

### How to Play

Every turn we will raise our hand and look for a new conversation partner. [If there is an odd number of players, then I will be available to speak with the extra player each night.] Towards the end of the turn, I will call "Warning!" to remind you to select your action card. At the end of the turn, I will call "Cards!", at which point you will reveal your action card to your partner. You will have a few moments to read each others' cards and resolve your actions. **(Rulebook, p. 7)**

Soon, I will reveal your roles to you. Each role comes with prescribed actions you can use to discover facts about your neighbors, turn them to your side, or strike them down, if necessary. The most common of these actions are: Talk, Flee, and Mob. These are the actions of the Villager role, and, as most of us are Villagers, it is best we all know these actions well.

The Talk action is just that, a conversation. If both of you play a Talk card, then you have had a fine night's conversation and nothing changes for either of you. If only one of you plays the Talk card, then your partner will resolve their own action first. Then, they will shuffle their action cards, revealing one to you at random. They have let something slip about themselves, which may reveal a secret about their role or which side they serve. **(Reference, p. 12)**

The Flee card is for when you sense something about your partner that unsettles you. By playing the Flee card, their action is cancelled and you escape for another night! You may look at what card

they played, and you now understand their intention, but will not be affected by it. (**Reference, p. 8**)

The Mob card is how Villagers solve problems in their community: with torches and pitchforks. However, both players must play the card for it to take effect. One person forming a mob is just shouting in the streets. It takes many of us to threaten the darkness! If you both play the Mob card, begin chanting “Mob! Mob! Mob!” and make your way to me here at the Town Square. All other players’ action cards are now cancelled and do not take effect! All players are welcome to join in the chant and join the mob. Once we have gathered together, we will decide who the Mob targets and destroy the threat to our village! (**Reference, p. 10**)

The final action I want to discuss with you is Bite. It is an unfortunate fact that some of us may be Bitten by night creatures and will be transformed into their willing servants. Should your partner play a Bite card, they will share half the Bite cards they have hidden on their person. You are now Bitten in addition to your original role, and have joined the forces of Evil. Keep one Bite card in your hand and the rest hidden in a pocket. From now on, you can use a Bite card as your action and convert your neighbors, sharing half your cards with them as they join you in your dark crusade. Once you are down to a single Bite card, you remain Evil, but can no longer convert others; your curse simply isn't strong enough to spread. (**Reference, p. 6**)

No action can be used twice in a row except Talk (as noted on the card), so if you Fled or Bit the turn before, you can't use it again on your next turn. Once you have played another action card, the previous action can be used again.

### *Death of a Role*

This is a fight for the very soul of our community. Some of you may not survive the next few nights. But do not despair, because the dead remain close to us, even now. Should you die, you will remain in the game as a Ghost, communicating with the living as normal. You can only use Talk or Corrupt actions, and you don't count toward either side's victory. You are free to answer questions however you like, but there is one topic no player can lie about: Whether or not you are a Ghost. The people of this village are too familiar with the restless dead to mistake a Ghost for anything else. (**Rulebook, p. 9**)

Are there any questions before we begin?

**[Answer questions as needed.]**

## Selecting Roles

One at a time, please follow me to receive your role and action cards. Read over your cards, and understand that the cards are written from the perspective of the player to whom you will be showing the cards, so “you” means your conversation partner. If you have questions about the wording or use of one or more of your action cards, you can consult the **Reference Manual** while I am distributing the roles to your friends and neighbors. If questions remain, you can ask me after everyone has been assigned their roles.

When you have received your role and action cards, please send over the next player to receive theirs.

**[If you want the players to know which roles are in use during this session]**

Most of you will be Villagers, the common folk of this town. But it would be unwise to assume that Villagers are harmless...

This session will also include: **[Read any that apply]**

Among the righteous folk of this town, there are:

- Hunter:** An enemy of Evil, capable of discovering the fiend's secrets and destroying them.
- Priest/ess:** A pillar of faith who can discover truths and save you from your afflictions.
- Medium:** A diviner who can force the secrets of the dead from the Ghosts around us.
- Witch:** A devotee of the old ways who can see the past and confound our enemies.

And standing against humanity, there are:

- Beast:** A cunning monster who hungers for flesh and hides in human form.
- Heretic:** A vile cultist who can infect us with their corruption and force us to pass it on.
- Occultist:** A mystic capable of whipping spirits into a frenzy and using the dead as a weapon.
- Vampire:** The living dead who thirst for blood and seduce us to darkness in their footsteps.
- Warlock:** A dark wizard who wields the powers of witchcraft against the natural order.

## First Turn

The first night is upon us! As a reminder, every turn you will raise your hands and look for a new conversation partner. [If there is an odd number of players, then I will be available to speak with the extra player each night.] Towards the end of the turn, I will call "Warning!" to remind you to select your action card. At the end of the turn, I will call "Cards!", at which point you will reveal your action card to your partner. You will have a few moments to read each others' cards and resolve the actions on them.

Remember, you cannot talk to the same person two turns in a row, nor can you play the same action two nights running.

Raise your hands and look for your first partner!

### *First Turn*

#### **[30 seconds from the end of the turn]**

This is your Warning! Please select your action card now, but do not show it to your partner yet.

**[At the end of the turn]** Cards! Reveal your action cards to each other and resolve them.

### *All Other Turns*

#### **[30 seconds from the end of the turn]**

Warning! Select your action card. It cannot be the card you used last turn, unless you used Talk.

#### **[At the end of the turn]**

Cards!

## Town Hall

### [After the 3rd, and 6th turns in a 9-turn game]

Town Hall! Town Hall! Everyone come to the Town Square, here around me!

Welcome, gentle folk of the village. Our business will be brief and consists of two parts. They are *Announcement of the Dead and Revelation of the Bitten*.

First, *Announcement of the Dead*. If you are now a Ghost, please raise your hands. Good people, a moment of silence for our fallen neighbors. May their spirits guide us in the trying days ahead of us.

And now, the *Revelation of the Bitten*. Monsters walk among us and, with enough time, can recognize each other in this crowd. Everyone, Ghosts and all, please close your eyes. Those of you who have been Bitten, raise your hands now. And Vampires, that is, those whose original role is Vampire, you may open your eyes and see your servants.

### [After a moment]

Vampires, close your eyes. Hands down, everyone. You may all now open your eyes.

The next night is upon us. A new turn begins now.

## Mob Kule

### [If players begin a Mob]

Mob! Mob! Mob! All actions have been cancelled!

Light your torch! Sharpen your pitchfork! It is time for mob justice here in the Town Square!

Please gather in a circle. On the count of three, all living players will point at their choice of target for the mob. The player with the most fingers pointed at them will be killed. Should two or more players have the most fingers pointing at them, they will all be killed. This mob's bloodlust is not easily sated... **(Reference, p. 10)**

Though some of you may feel differently, I am not the cause of your troubles. Any vote for me will be ignored.

One! Two! Three!

### [Determine the target and address the victim(s) of the mob]

The village has spoken. You have been killed. Perhaps the threat against this village dies with you. If not, we have paid a heavy price tonight.

We must continue. Hands up, a new turn begins now!

## Haunt

### [If players begin a Haunt]

Haunt! Haunt! Haunt! All actions have been cancelled!

The dead have come to punish the living! It is time for a haunting here in the Town Square!

Please gather in a circle. On the count of three, all Ghosts and the Occultist will point at their choice of target for the haunt. The player with the most fingers pointed at them will be killed. Should two or more players have the most fingers pointing at them, they will all be killed. **(Reference, p. 8)**

I am beyond the reach of the dead. Any vote for me will be ignored.

The work of the Occultist is secret, and, as such, all living players except the Occultist must close their eyes while we vote and determine the victims of the haunt. Close your eyes now. One! Two! Three!

### [Determine the target and address the victim(s) of the mob]

Everyone, open your eyes. The specters have chosen their victim. You have been killed and join the Ghosts that ended your life this night.

For everyone else, life goes on. Hands up, a new turn begins now!

## Ending the Game

### [After the 4th or 7th turn of the game]

Two turns remain!

### [After the 5th or 8th turn of the game]

This is the final turn! This is your last chance! Do what you can to save this town or condemn it!

### [After the 6th or 9th turn of the game]

Town Hall! Town Hall! Everyone come to the Town Square, here around me!

Good people of this village, the end has come. Is it the dawn of a new day or the beginning of an age of terror? We will know soon. **(Rulebook, p. 11)**

This is the Final Announcement of the Dead. If you are a Ghost, please raise your hands.

Thank you, neighbors, for your sacrifice. We hope that you have not died in vain. Please take a seat or stand aside. You cannot change what will happen next.

### [If the dead outnumber the living]

Look around you. The ghosts of our friends and neighbors are many, and whoever wins tonight, know that your victory is a somber one.

And now, among the living and the undead, we must know: Who here is in league with Evil? You will know it if your role card or any action card in your possession bears the mark of Evil. Raise your hands.

**[If half or more of the surviving players are Good]**

Justice at last! We have cast off the darkness! The forces of Good are victorious!

**[If most of the surviving players are Evil]**

Wickedness prevails! Our town has fallen to darkness! The forces of Evil are victorious!

**[After a moment for celebration or despair]**

Take a moment to return your cards to me. Reach out to a neighbor and ask them about their experience tonight. Were they driven by fear, or a lust for power? Could they keep their secrets, or was it liberating to revel in their wickedness? Each of you walked a lonely path tonight, able to keep little council save your own. Now is a chance for this village to come together once more and share their story.

What did you discover tonight? And would you go looking for it again?

This is my final address as your Mayor, and this concludes **BITE**. Thank you, and good evening to you all.



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