# War on the Chessboard v2.1.0 *by IE*

Djinn

## TOWNSFOLK



**Chef**
You start knowing how many pairs of evil players there are.



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



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



**Dreamer**
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



**Artist**
Once per game, during the day, privately ask the Storyteller any yes/no question.



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



**Gossip**
Each day, you may make a public statement. Tonight, if it was true, a player dies.



**Flowergirl**
Each night*, you learn if a Demon voted today.



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



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



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



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



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



**Acrobat**
Each night*, if either good living neighbour is drunk or poisoned, you die.

## OUTSIDER



**Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Mutant**
If you are "mad" about being an Outsider, you might be executed.



**Klutz**
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

## MINION



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



**Cerenovus**
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



**Evil Twin**
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



**Pit-Hag**
Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.

## DEMON



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



**No Dashii**
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



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



**Lil' Monsta**
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Lil' Monsta
6. Poisoner
7. Evil Twin
8. Cerenovus
9. Chef
10. Empath
11. Dreamer
12. Noble
13. Balloonist
14. Nightwatchman
15. D — Dawn

## FABLED, JINXES & LORIC

**Lil' Monsta & Poppy Grower**

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

### RECOMMENDED TRAVELLERS

**Beggar**

You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

**Bureaucrat**

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

**Thief**

Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Harlot**

Each night*, choose a living player: if they agree, you learn their character, but you both might die.

**Gunslinger**

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

## OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Poisoner
4. Monk
5. Cerenovus
6. Pit-Hag
7. Imp
8. No Dashii
9. Vortox
10. Lil' Monsta
11. Gossip
12. Acrobat
13. Sage
14. Empath
15. Dreamer
16. Flowergirl
17. Oracle
18. Balloonist
19. Nightwatchman
20. D — Dawn

## PLAYER COUNT

| PLAYERS | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15+ |
|---|---|---|---|---|---|---|---|---|---|---|---|
| TOWNSFOLK | 3 | 3 | 5 | 5 | 5 | 7 | 7 | 7 | 9 | 9 | 9 |
| OUTSIDERS | 0 | 1 | 0 | 1 | 2 | 0 | 1 | 2 | 0 | 1 | 2 |
| MINIONS | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 |
| DEMONS | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |

# First Night

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions. |
| 3 | D | **Demon Info**<br>If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens. |
| 4 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 5 |  | **Lil' Monsta**<br>Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. |
| 6 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 7 |  | **Evil Twin**<br>Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player. |
| 8 |  | **Cerenovus**<br>The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed. |
| 9 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 10 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 11 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 12 |  | **Noble**<br>Point to 3 players including one evil player, in no particular order. |
| 13 |  | **Balloonist**<br>Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character. |
| 14 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 15 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

6 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

7 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

8 **No Dashii**
The No Dashii points to a player. That player dies.

9 **Vortox**
The Vortox points to a player. That player dies.

10 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

11 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

13 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

14 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

15 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

17 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

18 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

19 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

20 D **Dawn**
Wait for a few seconds. End the Night Phase.