To Play Chess With Death v1.0.0 *by SummerM*

Djinn

TOWNSFOLK



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



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



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



Soldier
You are safe from the Demon.



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



Pacifist
Executed good players might not die.



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

OUTSIDER



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Tinker
You might die at any time.



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

MINION



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



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

To Play Chess With Death — by SummerM

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Witch
5. Librarian
6. Investigator
7. Chef
8. Grandmother
9. Spy
10. D — Dawn

FABLED, JINXES & LORIC

Mastermind & Vigormortis

A Mastermind that has their ability keeps it if the Vigormortis dies.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Innkeeper
3. Monk
4. Witch
5. Scarlet Woman
6. Zombuul
7. Vortox
8. Vigormortis
9. Sage
10. Tinker
11. Moonchild
12. Grandmother
13. Spy
14. 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

To Play Chess With Death — by SummerM

1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** 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** 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		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
5		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
6		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
7		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
8		**Grandmother** Show the marked character token. Point to the marked player.
9		**Spy** Show the Grimoire to the Spy for as long as they need.
10	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

To Play Chess With Death — by SummerM

1. **Dusk**
   Start the Night Phase.
2. 
   Innkeeper
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
3. 
   Monk
   The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.
4. 
   Witch
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5. 
   Scarlet Woman
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6. 
   Zombuul
   If no-one died during the day: The Zombuul points to a player. That player dies.
7. 
   Vortox
   The Vortox points to a player. That player dies.
8. 
   Vigormortis
   The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
9. 
   Sage
   If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
10. 
    Tinker
    The Tinker might die.
11. 
    Moonchild
    If the Moonchild used their ability to target a player today: If that player is good, they die.
12. 
    Grandmother
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.