Knight-Errant
Mind games on chess - the deceitful and the sly float like pond scum

Mechanics
- This setup uses a daystart
- Cops are guaranteed to be sane
- Cops get results in the form of "Anti-Town", "Town", or "No Result"
- Gunsmiths get results in the form of "True", "False", or "No Result" - "True" being if their target is a Cop, Gunsmith, Jailkeeper, Serial Killer, or a member of the Mafia, and provided the target does not have investigation immunity
- Trackers get results in the form of who their target visited, "nobody", or "No Result"
- Mafia Even-Night Watchers get results in the form of who visited their target, "nobody", or "No Result"
- Doctors prevent one night kill
- Kills are indistinguishable
- Each Mafia member may only use one action per night - i.e. a Mafia Roleblocker may not kill and roleblock on the same night
- There is no receipt of system messages from roleblocking, jailing or protections
- The order of execution of actions is as follows: commute → jail → roleblock - actions that come first are not affected by the subsequent ones
- A Serial Killer may use a kill in conjunction with their limited-use ability
- A Serial Killer is not notified of how many uses of their passive abilities are left - they are only notified of passive abilities once at the start of the game - i.e. they are not informed that 1x bulletproof has been used after a night, but will be informed that they have 1x bulletproof at the start of the game
- The Serial Killer's strong kill is completely unstoppable - it will go through commutes, jails, roleblocks, protections and bulletproofs
- Godfathers are not bulletproof

Setup Determination

2 Masons
2 Mafia Goons
1 Jack-of-all-trades Serial Killer

	A	**B**	**C**	**D**
1	Town 3-Shot Commuter	Mafia Bulletproof	Town Gunsmith	Mafia Roleblocker
2	Mafia Godfather	Town Cop	Mafia Even-Night Watcher	Town Tracker
3	Town Jailkeeper	Mafia Roleblocker	Town Bulletproof	Mafia Bulletproof
4	Mafia Even-Night Watcher	Town Roleblocker	Mafia Godfather	Town Doctor

Place a chess knight randomly on the above 4x4 table and move it - first off two steps in the first axis and then one step in the second axis - the direction in which the chess knight moves is determined randomly.

Then, add the power roles in the cells which the chess knight crosses over into the game, together with the roles listed in the first table. The Serial Killer receives 1-shot abilities according to the setup that is selected plus a 1-shot strong kill which can be used to modify the Serial Killer's kill once at night.

Lastly, add a number of Vanilla Townies so that the game contains 18 players.

An example of a setup that can be generated is A1-RD - in this setup, the chess knight is placed on cell A1, and moves two steps to the right (hence R) to C1, before moving one step down (D). The power roles in this setup will be: Town 3-Shot Commuter, Mafia Bulletproof, Town Gunsmith, Mafia Even-Night Watcher.

In A1-RD, the Serial Killer will receive 1x commute, 1x bulletproof, 1x gunsmith and 1x watch which they may use in conjunction with their kill or 1-shot strong kill.

Role PMs
The following DMs are handed out to players when the game starts.

Vanilla Townie

Welcome to Knight-Errant. You are a Vanilla Townie.

Abilities:
- You have no abilities other than your vote.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Mason

Welcome to Knight-Errant. You are a Town Mason.

Abilities:
- Masons: You and the other mason know each other to be town. During the night, you may communicate.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Bulletproof

Welcome to Knight-Errant. You are a Town Bulletproof.

Abilities:
- Bulletproof: You may not be killed at night by regular kills.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Tracker

Welcome to Knight-Errant. You are a Town Tracker.

Abilities:
- Track: Each night phase, you may target another player in the game to see who they visit that night, showing up as "nobody", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Cop

Welcome to Knight-Errant. You are a Town Cop.

Abilities:
- Investigate: Once, at night, you may target one player in the game to investigate them. You will receive a result of "Town", "Anti-town", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Gunsmith

Welcome to Knight-Errant. You are a Town Gunsmith.

Abilities:
- Investigate: Each night phase, you may target another player in the game to see if they are a cop, jailkeeper, serial killer, or a member of the mafia. You will get the result of "True", "False", or "No Result".

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Jailkeeper

Welcome to Knight-Errant. You are a Town Jailkeeper.

Abilities:
- Jail: Each night phase, you may target one player in the game to jail them. All actions to and from them other than your own will fail for that night. You may not target yourself.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town 3-Shot Commuter

Welcome to Knight-Errant. You are a Town 3-Shot Commuter.

Abilities:
- Commute: Three times during the game, at night, you may choose to commute. All actions on you the nights which you commute on will fail.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Doctor

Welcome to Knight-Errant. You are a Town Doctor.

Abilities:
- Heal: Each night phase, you may target one player in the game to heal them. They will be protected from a single kill. You may not target yourself.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Town Roleblocker

Welcome to Knight-Errant. You are a Town Roleblocker.

Abilities:
- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:
- You win when all threats to the town have been eliminated and there is at least one town player alive.

Mafia Goon

Welcome to Knight-Errant. You are a Mafia Goon.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Godfather

Welcome to Knight-Errant. You are a Mafia Godfather.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Investigation Immune: You will appear as innocent to any alignment checks.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Roleblocker

Welcome to Knight-Errant. You are a Mafia Roleblocker.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Roleblock: Each night phase, you may target another player in the game to attempt to block them from performing any night actions.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Mafia Bulletproof

Welcome to Knight-Errant. You are a Mafia Bulletproof.

Abilities:
- Factional Communication: Each night phase, you may communicate with your group.
- Factional Kill: Each night phase, you may send a member of your group to target another player in the game, attempting to kill them.
- Bulletproof: You may not be killed at night by regular kills.

Win condition:
- You win when the Mafia obtain a majority with all threats eliminated.

Serial Killer

Welcome to Knight-Errant. You are a Serial Killer.

Abilities:
- Limited-Use Abilities: You are granted special limited-use abilities at the start of the game depending on the role distribution which you may use accordingly in conjunction with the kill.
- Kill: Each night phase, you may target another player in the game to attempt to kill them.
- Strong Kill: Once, at night, instead of using your normal kill, you may target a player to deal an unstoppable kill on them.

Win condition:
- You win when you are the last player alive.

Acknowledgements

The LCN Knight-Errant setup is heavily based off the original Knight-Errant setup made by **Aldusskel**, with very slight modifications to the mechanics in this version.