

PRIME EVIL

Overview of Plots, Roles and Incidents

Plots

Main Plot	Key Person	Vampire	Werewolf	Nightmare	Ghost	Show-Off	Conspiracy Theorist	Serial Killer	Coward	Witch	Loved One	Lover	Zombie	Plot rules
The Noble Bloodline	1	1												[Script creation]: Key person and Vampire must be of opposite sex .
Moonlight Beast			1											[none]
Night Mist Nightmare				1										[none]
The Ones from the Grave														All corpses that had the role Person, Coward or Show-Off change into having the role of Zombie.
The Cursed Land					1	1								At the start of each loop, you may place a Curse on the Ghost's starting location. [Optional] [Day end] Unless all Location Curses can be attached to characters, you may kill the Protagonists.
Subplot	Key Person	Vampire	Werewolf	Nightmare	Ghost	Show-Off	Conspiracy Theorist	Serial Killer	Coward	Witch	Loved One	Lover	Zombie	Plot rules
Those with Habits					1			1			1			[none]
A Love Affair											1	1		[none]
Witch's Curse							1			1				At the start of each loop, you may place a Curse on the Witch's starting location.
The Key Girl	1													[Script creation]: Key person must be a girl .
Monster Intrigue							1							[Optional] [Mastermind ability] (2x∞) <once per day> You may place an Intrigue on one location where a character with Goodwill Refusal is.
Panic and Obsession								1	1	1				[none]
People Who Don't Listen						1	1		1					[none]

Roles

Role	Max	Goodwill Refusal	Unkillable	Abilities
Key Person				[Mandatory] [Always] When this character dies, the Protagonists immediately lose and the loop ends.
Vampire		Optional	Yes	[Optional] [Day end] If the Key Person has at least 2 Intrigue and is in this character's location, you may kill the Key Person . [Optional] [Day end] If there are at least 2 corpses in this character's starting location, you may kill the Protagonists.
Werewolf		Optional		[Optional] [Day end] If Night of Madness occurred this day, you may kill the Protagonists. [Mandatory] [Mastermind Action step] The Mastermind cannot place cards on this character.
Nightmare		Optional	Yes	[Optional] [Day end] You may kill one character who is in this location. [Optional] [Day end] If there are 3 or more Intrigue on all corpses in total, you may kill the Protagonists.
Ghost	1			[Mandatory] [Mastermind ability] If this card is a corpse, place 1 Paranoia on any character in this location, or any character in the Ghost's starting location.
Show-Off			Yes	[Mandatory] [Always] If this character has more than 2 Paranoia , (s)he loses the Unkillable aspect and gains Mandatory Goodwill Refusal.
Conspiracy Theorist	1			[Optional] [Mastermind ability] You may place 1 Paranoia on a character in this location.
Serial Killer				[Mandatory] [Day end] If there is exactly 1 other character in this location, that character dies (regardless of the number of corpses).
Coward				[Mandatory] [Mastermind ability] If this character has 2 or more Paranoia , pick a neighboring location, and move the character there.
Witch		Mandatory		[none]
Loved One				[Mandatory] [Always] If the Lover dies, this character gets 6 Paranoia . [Optional] [Day end] If this character has at least 3 Paranoia and 1 Intrigue , you may kill the Protagonists.
Lover				[Mandatory] [Always] If the Loved One dies, this character gets 6 Paranoia .
Zombie				[Mandatory] [Day end] If there is a location where there are more zombies than non-zombies, kill one character in that location (only once per day, for all zombies)(reminder: a corpse is no longer considered as a character). [Optional] [Day end] You may move one zombie corpse to a neighboring location (only once per day, for all zombies).

Incidents

Incident	Effect
Sacrilegious Murder	Either kill another character in the same location as the culprit, or place an Intrigue on the culprit's location.
Increasing Unease	Place 2 Paranoia on any character, then 1 Intrigue on any other character.
Missing Person	Move the culprit to any location. Then place 1 Intrigue on that location.
Evil Contamination	Place 2 Intrigue on the Shrine.
The Executioner	When determining whether this incident occurs or not, the culprit is regarded as having 1 less than its printed Paranoia limit . The leader chooses one character. That character is killed.
Dark Rumor	Attach a Curse on the culprit.
Barricade	For each other character in culprit's location, pick any other location and move the character there.
Night of Madness	[Mob incident: 0 (will always occur)] If there are 6 or more zombies when this Incident occurs, the Protagonists will die after the day has ended.
Awakened Curse	[Mob incident: 1] Place a Curse on the culprit's location.
Fountain of Filth	[Mob incident: 2] Place 2 Paranoia on any one character, and an Intrigue on any location.
Evangelium of the Dead	[Mob incident: 2] Kill all characters in the culprit's location. Then, if that location has 5 or more corpses, the Protagonists are killed.

Mastermind cards	
Movement	↕
Movement	↔
Movement	✕ (1x∞)
Paranoia +1	(2)
Paranoia -1	
Forbid Paranoia	
Forbid Goodwill	
Intrigue +1	
Intrigue +2	(1x∞)

Characters

Boy Student Paranoia limit 2 student / boy	Goodwill 2: -1 Paranoia on another student in same location.
Girl Student Paranoia limit 3 student / girl	Goodwill 2: -1 Paranoia on another student in same location.
Rich Man's Daughter Paranoia limit 1 student / girl	Goodwill 3: (School/City) +1 Goodwill on character in same location.
Class Rep Paranoia limit 2 student / girl	Goodwill 2 (1x∞): Leader gets one (1x∞) card back.
Mystery Boy Paranoia limit 3 student / boy	Passive: Always has role not associated with current plot. Goodwill 3: (immune to Goodwill Refusal) Reveal own role.
Shrine Maiden Paranoia limit 2 student / girl	Goodwill 3 (Shrine): -1 Intrigue on Shrine. Goodwill 5 (1x∞): Reveal role of character in same location.
Alien Paranoia limit 2 girl	Goodwill 4 (1x∞): Kill one character in same location. Goodwill 5 (1x∞): Revive one corpse in same location.
Godly Being Paranoia limit 3 man / woman	Passive: Enters game on predefined loop. Goodwill 3 (1x∞): Reveal culprit for 1 incident. Goodwill 5: -1 Intrigue on same location or character in same location.
Police Officer Paranoia limit 3 adult / man	Goodwill 4 (1x∞): Reveal culprit for former incident. Goodwill 5 (1x∞): Put an Extra marker on another character in same location. Remove that marker to prevent that character from dying.
Office Worker Paranoia limit 2 adult / man	Goodwill 3: Reveal own role.
Informer Paranoia limit 3 adult / woman	Goodwill 5 (1x∞): Leader names the title of any subplot. Then, the Mastermind must name the title of another active subplot.
Pop Idol Paranoia limit 2 student / girl	Goodwill 3: -1 Paranoia on character in same location. Goodwill 4: +1 Goodwill on character in same location.
Journalist Paranoia limit 2 adult / man	Goodwill 2: +1 Paranoia on another character. Goodwill 2: +1 Intrigue on same location or character in same location.
Boss Paranoia limit 4 adult / man	Passive: May be regarded as in his turf. Goodwill 5 (1x∞): Reveal role of character in turf.
Doctor Paranoia limit 2 adult / man	Goodwill 2: +/-1 Paranoia on another character in same location. Goodwill 3: Revoke location restriction for Patient.
Patient Paranoia limit 2 boy	
Nurse Paranoia limit 3 adult / woman	Goodwill 2: (immune to Goodwill Refusal) -1 Paranoia on panicked character in same location.
Henchman Paranoia limit 1 adult / man	Passive: Mastermind chooses start location each loop. Goodwill 3: Does not trigger incidents.
Teacher Paranoia limit 2 adult / woman	Goodwill 3: Pick a Student in this location, and add or remove a Paranoia from that student. Goodwill 4 (1x∞): Reveal the role of one Student in this location.
Transfer Student Paranoia limit 2 student / girl	Passive: This character does not appear on the board until the start of the day specified by the script. Goodwill 2: Change an Intrigue on any other character in this location to a Goodwill.
Soldier Paranoia limit 3 adult / man	Goodwill 2 (1x∞): Place 2 Paranoia on another character in this location. Goodwill 5 (1x∞): The Protagonists cannot die for the remainder of the loop.
Black Cat Paranoia limit 0 animal	Passive: At the start of each loop, place an Intrigue on the Shrine. Passive: Incidents of which this character is the culprit, change their effect into "no effect". (rule-wise they occur)

Cosmic Mythology

Overview of Plots, Roles and Incidents

Plots	Main Plot													Plot rules
	Key Person	Sacrifice	Cultist	Witch	Immortal	Deep One	Conspiracy Theorist	Paranoiac	Wizard	Serial Killer	Time Traveler	Witness	Faceless	
Choir to the Outside God	1	1			1									At the end of the loop, if there are at least 5 characters with Intrigue on them, the Protagonists lose. At the end of the loop, if there are as many or more Intrigue on the Shrine than the Extra Gauge shows, the Protagonists lose (if the Extra Gauge is at zero, the Protagonists always lose.) At the end of the loop, if the Extra Gauge has increased at all this loop, the Protagonists lose. At the end of the loop, if there are 2 or more Intrigue on the Witch's starting location, the Protagonists lose. At the end of the loop, if there are as many or more corpses as the Extra Gauge shows, the Protagonists lose. If the Extra Gauge is on zero, the Protagonists automatically lose.
The Sacred Words of Dagon	1		1			1								
The King in Yellow		1	1											
Giant Time Bomb Again				1		1								
Bloody Rites				1	1									
Subplot	Subplot													Plot rules
	Key Person	Sacrifice	Cultist	Witch	Immortal	Deep One	Conspiracy Theorist	Paranoiac	Wizard	Serial Killer	Time Traveler	Witness	Faceless	
An Unsettling Rumor							1							[Optional] [Mastermind ability] (1x∞) The Mastermind may add an Intrigue to a location of his choice.
The Resistance							1		1	1				[none]
People Who Saw							1				1			[none]
The Profound Race										1	1			[none]
Whispers from the Deep						1		1						[Mandatory] The Paranoiac gains all the abilities of the Key Person.
The Faceless God									1				1	[none]
Twisted Truth								1						On script creation, the Informer must be included. The script writer then chooses one "extra" main plot. At the start of the loop, if the Extra Gauge is on 2 or more, during that loop, the original main plot is deprecated and the extra main plot is activated instead.

Roles	Role				Abilities
	Max	Goodwill Refusal	Unkillable		
Key Person					[Mandatory] [Always] When this character dies, the Protagonists immediately lose and the loop ends.
Sacrifice			Yes		[Optional] [Day end] If this character has at least 2 Intrigue and at least 2 Paranoia , you may kill all characters and the Protagonists. [Mandatory] [Incident step] When determining whether an Incident, for which this character is the culprit, will occur or not, also treat Intrigue as Paranoia . [Mandatory] [Script creation] This character must be the culprit of an incident.
Cultist		Mandatory			[Optional] [Card resolve] You may ignore all "Forbid Intrigue" effects on this location and on all characters in this location.
Witch		Mandatory			[none]
Immortal			Yes		[none]
Deep One	1	Optional			[Optional] [Mastermind ability] You may place 1 Intrigue on this location or on any character in this location. [Mandatory] [Always] When this character dies, reveal the role and increase the Extra Gauge 1 step.
Conspiracy Theorist	1				[Optional] [Mastermind ability] You may place 1 Paranoia on a character in this location.
Paranoiac		Mandatory			[Optional] [Mastermind ability] You may place an Intrigue or Paranoia on this character.
Wizard	1				[Mandatory] [Loop end] If this character is dead, the Protagonists lose. [Mandatory] [Goodwill ability step] When this character's Goodwill ability is used, reveal this role after resolution. Then, the leader may increase the Extra Gauge one step.
Serial Killer					[Mandatory] [Day end] If there is exactly 1 other character in this location, that character dies (regardless of the number of corpses).
Time Traveler			Yes		[Mandatory] [Card resolve] The effects of "Forbid Goodwill" on this character is ignored. [Optional] [End of last day] If this character has 2 or less Goodwill , you may declare a loss for the Protagonists. If you do, the loop ends.
Witness					[Mandatory] [Day end] If this character has 4 or more Paranoia , this character dies, and the Extra Gauge increases with 1 step.
Faceless		Optional	Yes		[Mandatory] [Always] If the Extra Gauge is 1 or less, this character gains the abilities of a Conspiracy Theorist. [Mandatory] [Always] If the Extra Gauge is 2 or more, this character gains the abilities of a Deep One.

Incidents	Incident		Spells		Effect	
	Incident	Effect	Spells	Effect	Effect	Effect
Insane Murder	Kill any one character in the same location as the culprit.		Spell of Sympathy [Extra Gauge at 1 or more]	At the start of the first day, the Leader may place 2 Goodwill on any one character of his choice.		
Mass Suicide	If the culprit has at least 1 Intrigue , all characters in the culprit's location are killed.		Reminiscence of the Forefathers [Extra Gauge 2 or more]	At the end of the loop, the Protagonists get to know the first subplot.		
Missing Person	Move the culprit to any location. Then place 1 Intrigue on that location.		Ancient Seal [Extra Gauge 3 or more]	For the remainder of the game, the Protagonist's "Forbid Intrigue" cards' effects are no longer nullified if more than 1 of them are played on the same day.		
Increasing Unease	Place 2 Paranoia on any character, then 1 Intrigue on any other character.		Madness [Extra Gauge 4 or more]	At the end of that day, the Protagonists die. This happens after everything else. Also, at the end of that loop, any remaining loops are lost, and the game goes immediately to the Final Guess.		
Evil Contamination	Place 2 Intrigue on the Shrine.					
Hospital Incident	If the Hospital has at least 1 Intrigue , everyone in the Hospital dies. Also, if the Hospital has at least 2 Intrigue , the Protagonists die.					
Uproar	If there is at least 1 Intrigue on the School , everyone in the School dies. If there is at least 1 Intrigue on the City , everyone in the City dies.					
Fire of Demise	The first time this incident happens this game session, all characters and the Protagonists are killed.					
Hound Dog Scent	When determining whether this incident occurs or not, count Intrigue instead of Paranoia . For the rest of the loop, if another Incident occurs, the Protagonists are killed after the Incident step.					
Discovery	Increase the Extra Gauge 1 step.					
The Executioner	When determining whether this incident occurs or not, the culprit is regarded as having 1 less than its printed Paranoia limit . The leader chooses one character. That character is killed.					

Characters	Character		Goodwill	
	Character	Goodwill	Character	Goodwill
Boy Student	Paranoia limit 2 student / boy	Goodwill 2: -1 Paranoia on another student in same location.	Girl Student	Paranoia limit 3 student / girl Goodwill 2: -1 Paranoia on another student in same location.
Rich Man's Daughter	Paranoia limit 1 student / girl	Goodwill 3: (School/City) +1 Goodwill on character in same location.	Class Rep	Paranoia limit 2 student / girl Goodwill 2 (1x∞): Leader gets one (1x∞) card back.
Mystery Boy	Paranoia limit 3 student / boy	Passive: Always has role not associated with current plot. Goodwill 3: (immune to Goodwill Refusal) Reveal own role.	Shrine Maiden	Paranoia limit 2 student / girl Goodwill 3 (Shrine): -1 Intrigue on Shrine. Goodwill 5 (1x∞): Reveal role of character in same location.
Alien	Paranoia limit 2 girl	Goodwill 4 (1x∞): Kill one character in same location. Goodwill 5 (1x∞): Revive one corpse in same location.	Godly Being	Paranoia limit 3 man / woman Passive: Enters game on predefined loop. Goodwill 3 (1x∞): Reveal culprit for 1 incident. Goodwill 5: -1 Intrigue on same location or character in same location.
Police Officer	Paranoia limit 3 adult / man	Goodwill 4 (1x∞): Reveal culprit for former incident. Goodwill 5 (1x∞): Put an Extra marker on another character in same location. Remove that marker to prevent that character from dying.	Office Worker	Paranoia limit 2 adult / man Goodwill 3: Reveal own role.
Informer	Paranoia limit 3 adult / woman	Goodwill 5 (1x∞): Leader names the title of any subplot. Then, the Mastermind must name the title of another active subplot.	Pop Idol	Paranoia limit 2 student / girl Goodwill 3: -1 Paranoia on character in same location. Goodwill 4: +1 Goodwill on character in same location.
Journalist	Paranoia limit 2 adult / man	Goodwill 2: +1 Paranoia on another character. Goodwill 2: +1 Intrigue on same location or character in same location.	Boss	Paranoia limit 4 adult / man Passive: May be regarded as in his turf. Goodwill 5 (1x∞): Reveal role of character in turf.
Doctor	Paranoia limit 2 adult / man	Goodwill 2: +/ -1 Paranoia on another character in same location. Goodwill 3: Revoke location restriction for Patient.	Patient	Paranoia limit 2 boy
Nurse	Paranoia limit 3 adult / woman	Goodwill 2: (immune to Goodwill Refusal) -1 Paranoia on panicked character in same location.	Henchman	Paranoia limit 1 adult / man Passive: Mastermind chooses start location each loop. Goodwill 3: Does not trigger incidents.
Teacher	Paranoia limit 2 adult / woman	Goodwill 3: Pick a Student in this location, and add or remove a Paranoia from that student. Goodwill 4 (1x∞): Reveal the role of one Student in this location.	Transfer Student	Paranoia limit 2 student / girl Passive: This character does not appear on the board until the start of the day specified by the script. Goodwill 2: Change an Intrigue on any other character in this location to a Goodwill.
Soldier	Paranoia limit 3 adult / man	Goodwill 2 (1x∞): Place 2 Paranoia on another character in this location. Goodwill 5 (1x∞): The Protagonists cannot die for the remainder of the loop.	Black Cat	Paranoia limit 0 animal Passive: At the start of each loop, place an Intrigue on the Shrine. Passive: Incidents of which this character is the culprit, change their effect into "no effect". (rule-wise they occur)