

<b>Brain</b>	Ignore Goodwill abilities. [MM Ability] Place 1 Intrigue on this location or character in this location.	<b>Conspiracy Theorist</b>	[MM Ability] Place 1 Paranoia on a character in this location.
<b>Cultist</b>	Ignore Goodwill abilities. Ignore "Forbid Intrigue" in this location or on character in this location.	<b>Factor</b>	Ignore Goodwill abilities. If at least 2 Intrigue on the School, this character gains the <i>Conspiracy Theorist</i> ability. If at least 2 Intrigue on the City, this character gains the <i>Key Person</i> ability.
<b>Key Person</b>	<b>LOOP</b> if this character dies.	<b>Friend</b>	[Loop End] <b>LOOP</b> if this character died; reveal its role. [Loop Start] If this role has been revealed, this character gets 1 Goodwill.
<b>Killer</b>	Ignore Goodwill abilities. [Day End] <i>Key Person</i> dies if in this location AND has at least 2 Intrigue. [Day End] <i>Protagonists</i> die if this character has at least 4 Intrigue; <b>LOOP</b>	<b>Loved One</b>	[Day End] If this character has at least 3 Paranoia and at least 1 Intrigue, the <i>Protagonists</i> die; <b>LOOP</b> If the <i>Lover</i> dies, this character gets 6 Paranoia.
<b>Time Traveler</b>	This character cannot die. Ignore "Forbid Goodwill". [Last Day End] <b>LOOP</b> if 2 Goodwill or less on this character.	<b>Lover</b>	If the <i>Loved One</i> dies, this character gets 6 Paranoia.
<b>Witch</b>	Ignore Goodwill Abilities.	<b>Serial Killer</b>	[Day End] If exactly 1 other character in this location, that character dies.

Main Plot	Brain	Cultist	Key Person	Killer	Time Traveller	Witch	Plot Rule
Change of Future		1			1		[Loop End] <b>LOOP</b> if "Butterfly Effect" incident occurred this loop
Giant Time Bomb						1	[Loop End] <b>LOOP</b> if at least 2 Intrigue on the <i>Witch's</i> start location
Murder Plan	1		1	1			-
Sign With Me!			1				[Loop End] <b>LOOP</b> if at least 2 Intrigue on the <i>Key Person</i>
The Sealed Item	1	1					[Loop End] <b>LOOP</b> if at least 2 Intrigue on the Shrine

Sub Plots	Conspiracy Theorist	Factor	Friend	Lover	Loved One	Serial Killer	Plot Rule
A Love Affair				1	1		-
An Unsettling Rumour	1						[MM Ability] Once per loop, place 1 Intrigue on any location
Circle of Friends	1		2				-
Paranoia Virus	1						Characters without a role who have at least 3 Paranoia become <i>Serial Killers</i>
The Hidden Freak			1			1	-
Threads of Fate							[Loop Start] Place 2 Paranoia on all characters who had Goodwill last loop
Unkown Factor X		1					-

Incident	Effect
Butterfly Effect	Put any counter on any character in <i>Culprit's</i> location
Faraway Murder	One character with at least 2 Intrigue dies
Foul Evil	Place 2 Intrigue on the Shrine
Hospital Incident	If at least 1 Intrigue on Hospital, everyone in Hospital dies If at least 2 Intrigue on Hospital, <i>Protagonists</i> die; <b>LOOP</b>
Increasing Unease	Place 2 Paranoia on any character, and 1 Intrigue on another
Missing Person	Move <i>Culprit</i> to any location. Put 1 Intrigue on that location
Murder	1 other character in <i>Culprit's</i> location dies
Spreading	Move 2 Goodwill from any character to any other character
Suicide	The <i>Culprit</i> dies

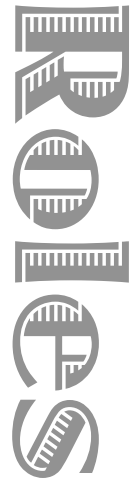
**1. Play Cards**  
(Mastermind 1st)

**2. Resolve Cards**

**3. Mastermind Abilities**

**4. Goodwill Abilities**  
(Leader)

**5. Incidents**



<b>Brain</b>	Ignore Goodwill abilities. [MM Ability] Place 1 Intrigue on this location or character in this location.
<b>Conspiracy Theorist</b>	[MM Ability] Place 1 Paranoia on a character in this location.
<b>Cultist</b>	Ignore Goodwill abilities. Ignore "Forbid Intrigue" in this location or on character in this location.
<b>Key Person</b>	<b>LOOP</b> if this character dies.
<b>Killer</b>	Ignore Goodwill abilities. [Day End] <i>Key Person</i> dies if in this location AND has at least 2 Intrigue. [Day End] <i>Protagonists</i> die if this character has at least 4 Intrigue; <b>LOOP</b>
<b>Serial Killer</b>	[Day End] If exactly 1 other character in this location, that character dies.

Main Plot	Brain	Cultist	Key Person	Killer	Plot Rule
<b>A Place to Protect</b>		1	1		[Loop End] <b>LOOP</b> if 2 Intrigue in the School
<b>Light of the Avenger</b>	1				[Loop End] <b>LOOP</b> if 2 Intrigue in the <i>Brain's</i> starting location
<b>Murder Plan</b>	1		1	1	-

Sub Plot	Conspiracy Theorist	Serial Killer	Plot Rule
<b>An Unsettling Rumour</b>	1		[MM Ability] Once per loop, place 1 Intrigue on any location
<b>Shadow of the Ripper</b>	1	1	-

Incident	Effect
<b>Faraway Murder</b>	One character with at least 2 Intrigue dies
<b>Hospital Incident</b>	If at least 1 Intrigue on Hospital, everyone in Hospital dies If at least 2 Intrigue on Hospital, <i>Protagonists</i> die; <b>LOOP</b>
<b>Increasing Unease</b>	Place 2 Paranoia on any character, and 1 Intrigue on another
<b>Missing Person</b>	Move <i>Culprit</i> to any location. Put 1 Intrigue on that location
<b>Murder</b>	1 other character in <i>Culprit's</i> location dies
<b>Spreading</b>	Move 2 Goodwill from any character to any other character
<b>Suicide</b>	The <i>Culprit</i> dies

1. Play Cards  
(Mastermind 1st)
2. Resolve Cards
3. Mastermind Abilities
4. Goodwill Abilities  
(Leader)
5. Incidents