

TOWNSFOLK



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Grandmother

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



Knight

You start knowing 2 players that are not the Demon.



High Priestess

Each night, learn which player the Storyteller believes you should talk to most.



Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Monk

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



Gambler

Each night*, choose a player & guess their character: if you guess wrong, you die.



Undertaker

Each night*, you learn which character died by execution today.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Ravenkeeper

If you die at night, you are woken to choose a player: you learn their character.



Juggler

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

OUTSIDER



Tinker

You might die at any time.



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Puzzlemaster

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.



Klutz

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

MINION



Witch

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



Baron

There are extra Outsiders in play. [+2 Outsiders]



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vigormortis

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

Quick Reference

Paranoia — by Khinoe

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Lunatic
- 5  Widow
- 6  Witch
- 7  Fortune Teller
- 8  Grandmother
- 9  Seamstress
- 10  Bounty Hunter
- 11  General
- 12  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  Dusk
- 2  Gambler
- 3  Monk
- 4  Witch
- 5  Lunatic
- 6  Po
- 7  No Dashii
- 8  Vigormortis
- 9  Tinker
- 10  Grandmother
- 11  Ravenkeeper
- 12  Fortune Teller
- 13  Undertaker
- 14  Seamstress
- 15  Juggler
- 16  Bounty Hunter
- 17  General
- 18  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

Paranoia — by Khinoe

1		Dusk Start the Night Phase.
2		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		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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		Widow Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
8		Grandmother Show the marked character token. Point to the marked player.
9		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
10		Bounty Hunter Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
11		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Paranoia — by Khinoe

1		Dusk Start the Night Phase.
2		Gambler The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. 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		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
6		Po If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
7		No Dashii The No Dashii 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		Tinker The Tinker might die.
10		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
11		Ravenkeeper If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
12		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
13		Undertaker If a player was executed today: Show that player's character token.
14		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
15		Juggler If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.
16		Bounty Hunter If the known evil player has died, point to another evil player.
17		General Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
18		Dawn Wait for a few seconds. End the Night Phase.