# Paranoid v1.0.0 *by ManeCharacterSyndrome*

Djinn

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



### Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



### Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



### Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



### Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



### Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



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



### Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

## OUTSIDER



### Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



### Tinker
You might die at any time.



### Saint
If you die by execution, 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.



### Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



### 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.



### Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



### Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



### Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



### Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]



### Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Poppy Grower
5. Lleech
6. Widow
7. Courtier
8. Snake Charmer
9. Witch
10. Fearmonger
11. Pixie
12. Washerwoman
13. Dreamer
14. Dawn

## FABLED, JINXES & LORIC

**Widow & Poppy Grower**
If the Poppy Grower has their ability, the Widow does not see the Grimoire.

### FABLED

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

### RECOMMENDED TRAVELLERS

**Thief**
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

**Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.

**Scapegoat**
If a player of your alignment is executed, you might be executed instead.

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**Voudon**
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

## OTHER NIGHTS

1. Dusk
2. Poppy Grower
3. Courtier
4. Snake Charmer
5. Witch
6. Fearmonger
7. Legion
8. Fang Gu
9. Lleech
10. Acrobat
11. Tinker
12. Dreamer
13. Juggler
14. 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

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| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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**<br>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 |  | **Poppy Grower**<br>Do not inform the Demon/Minions who each other are |
| 5 |  | **Lleech**<br>The Lleech points to a player. Place the Poisoned reminder token. |
| 6 |  | **Widow**<br>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. |
| 7 |  | **Courtier**<br>The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk. |
| 8 |  | **Snake Charmer**<br>The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned. |
| 9 |  | **Witch**<br>The Witch points to a player. If that player nominates tomorrow they die immediately. |
| 10 |  | **Fearmonger**<br>The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability. |
| 11 |  | **Pixie**<br>Show the Pixie 1 in-play Townsfolk character token. |
| 12 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 13 |  | **Dreamer**<br>The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct. |
| 14 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3  **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

4  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5  **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

6  **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

7  **Legion**
Choose a player, that player dies.

8  **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9  **Lleech**
The Lleech points to a player. That player dies.

10  **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

11  **Tinker**
The Tinker might die.

12  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13  **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.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.