

cosmic evil



MASTERMIND'S HANDBOOK

Warning!

This booklet contains sample scripts for the Mastermind. Reading further will hamper your ability to participate in these scenarios as a Protagonist.



REPLACEMENT CARDS

This expansion contains a revision of two characters from the base set: the Informer and the Police Officer. While the previous version of those cards is still playable, those two cards replace them to avoid complex timing issues. For those who have a most recent version of the base set, please disregard those two extra cards.



PRE-MADE SCRIPTS

This booklet contains 10 pre-written scripts, for those who first want to taste the new tragedy sets and the new characters. Some of the scripts can be considered to be challenges for experienced Masterminds and Protagonists.

Basic Tragedy scripts (script 1)

In order for players to test out the new characters, there is one Basic Tragedy script. This contains the standard plots you are familiar with, so you can get a feel of what the newcomers can do.

Prime Evil scripts (scripts 2 to 5)

These scripts are for players who wish to get a taste of the Prime Evil tragedy set. For those who haven't played much before, script 2 is recommended, as it will give you a smooth transition to the new concepts and mechanics. Script 3 and 4 are standard scripts. Script 5 is an intense script in many ways. Be prepared!

Cosmic Mythology scripts (scripts 6 to 10)

These scripts are for players who wish to get a taste of the Cosmic Mythology tragedy set. For those who haven't played much before, script 6 is recommended, as it will give you a smooth transition to the new concepts and mechanics. Script 8 and 9 are standard scripts. Script 9 is recommended as a challenging script to try out. Do you want to see something that mustn't be seen? Then try out script 10.



Creator: GEnd

SECRET CAT WALK

Loops: 5 / difficulty: ●●●●○○○○

Loops: 4 / difficulty: ●●●●●○○○

**Basic
Tragedy Set**

Specifics

Secret Cat Walk is a sample scenario that uses the new characters. It's designed to introduce the new stars on the stage. All new characters, except the Transfer Student, are on the set. Each of them will have their moment to shine. By playing this script, you will get a feel of how to use these characters. For your players, new characters means new beginnings and new possibilities. Enjoy.

Story

What hides at the end of this cat walk?

A secret society has a tight grasp on the city. The woman who works as an informant for the organization, is actually a double agent serving the city's government. Now she's failed them both. The top secret documents regarding a killer virus were stolen... by a cat! This cat skulked the city, as the woman tried to keep on it's trail. Unfortunately, the woman wasn't able to continue tracking this cat as it escaped under the canopy of night.

In order to find the documents, she used the secret society's network of mad followers, including the ones that run the school. Will the Protagonists be able to uncover the truth from the cat and crush the plan to unleash the deadly killer virus?

Hints for the Mastermind

The winning strategy at the start is placing 2 Intrigue on the Shrine. You can do this by either directly by playing cards or by using the Missing Person Incident. The Butterfly Effect on day 6 will automatically occur if the cat is alive. Use Change of Future as a coverup story. In the mid-game loops, try aiming for the Hospital Incident if necessary. Be sure to time it well, so this is when the Protagonists start getting wary

of the Shrine and the Boy Student.

Send the Shrine Maiden to School on day 1 and do an Intrigue +2 on the School. If necessary, you should use the power of the Cultist. The other card you should play is Intrigue on any one location. After that, go for Missing Person or Hospital Incident, if necessary. Make full use of the Conspiracy Theorist. The Factor can be a good smoke screen.

You should pay attention to not exceed 3 Paranoia counters. You should try to keep the Paranoia Virus plot secret as long as you can. However the Boy Student and the Shrine Maiden are both culprits. Make sure you make good use of Forbid Paranoia. The Goodwill ability of the Shrine Maiden could be your downfall, so try to block her with Forbid Goodwill or by moving her away.

For the Final Guess, hide the Brain or the Factor. Be careful not to be so obvious as to give both away.

VICTORY CONDITIONS FOR THE MASTERMIND

1. **Two Intrigue on the Shrine** (The Sealed Item loss condition)
2. **Killing the Factor (2 Intrigue on the City are needed)** using the Serial Killer ability or the Hospital Incident
3. **Killing the Protagonists** using the Hospital Incident



Creator: BakaFire

MASTER THIEF SEVEN TAILS

Loops: 4 / difficulty: ●●●●○○○○○
Loops: 3 / difficulty: ●●●●●○○○

**Prime Evil
Set**

Specifics

“Master Thief Seven Tails” is a script designed as a sample for the Prime Evil. The layout is fairly simple and has a low difficulty despite dealing with Victims, Mob Incidents and Curses. It’s a good script to try out these special rules for the first time.

Story

As long everyone could remember, the school has a legend about seven mysteries. It’s not surprising if you think about the school’s troubling past. I won’t go into the terrible details, but suffice to say, the school is cursed. A few people know the whole truth about all of it...the Key Girl and the Serial Killer. The clueless students, such as the occult junkies, the girl who claims she can feel the presence of ghosts, and the scared class rep, all meet to share ghost stories with one another. This time is different, that girl awakened a dormant curse. The time for telling spooky stories is over. This time it’s for real!

Hints for the Mastermind

Don’t fail to place Curses each and every loop. The basic goal should be to go for a “Noble Bloodline” coverup, as well as to kill the Protagonists using Curses and the main plot’s special rule. What that means, is that that the third day, one of the Curse cards shouldn’t be able to attach, and there should be at least two corpses/ Intrigue counters on the city.

To help with that, place Paranoia on Rich Man’s Daughter and Class Rep to trigger the Incidents; that way you can get people away from the School and place Intrigue on the City. The Office Worker and the

Police Officer you can just leave alone. The Office Worker will admit he’s the Serial Killer eventually, and when he does, the Police Officer should be mistaken for the Vampire. Make sure that he doesn’t get 2 Paranoia and get killed.

If things don’t go your way, think about shifting your focus for the Evangelium of the Dead or killing the Shrine Maiden. For the Final Guess, you should hide the Ghost and the Show-Off. It’s twice as dangerous if either of them is discovered, so do your best to hide them.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Killing the Protagonists**
by The Cursed Land, Evangelium of the Dead
- 2. Killing the Shrine Maiden (Key Person)**
Curse cards, Serial Killer, Evangelium of the Dead



Creator: ENTEI

VAMP

Loops: 5 / **difficulty:** ●●●●●○○○
Loops: 4 / **difficulty:** ●●●●●○○○

**Prime Evil
Set**

Specifics

“VamP” is a scenario for standard level players. It assumes that all players are familiar with the Prime Evil rules, but can be used as the first script if table talk is set to on. An evil power is loose, preying on the girls at night and it’s known as the Vampire. He gives birth to a gothic horror, depraved world. Enjoy the fresh take on classic horror.

Story

There was a rising pop star. Everyone in music industry spoke of her as the being the next big thing. However, there were rumors about some of her eccentricities. It was claimed that she held secret meetings at weird places and strange times. Truth be told, she did. There was something tragic about her charm...you could see it written all over her face. To be completely honest, she was cursed.

Those rumors that dogged her hid the most sinister of truths. The one she met with wasn’t even human, but instead a fearsome vampire. With his devilish charm and demonic eyes, he used this girl. In all of his depravity and wickedness, he grew tired of the girl. She’s as good as gone! It’s your obligation to protect her and see to it that she isn’t lost. Be warned as you brave out into the night...his sinister eyes glitter with joy thinking of the coming storm.

Hints for the Mastermind

Increase the corpse count in the City and kill the Protagonists with the Vampire’s power. You can use the Fountain of Filth to achieve this. Place Curses each loop and use them to help. You don’t really have to coverup the main plot. Instead, place 3 Paranoia and 1 Intrigue on the Alien, to pose as a Loved One.

First day, play vertical movement on the Pop Idol and try to kill her off with the Serial Killer. Hide the Witch and increase the corpse count in the Hospital. Use the Class Rep as a target for the Curses and get her to the City. If you keep increasing the corpses in the City and Hospital (don’t forget that Intrigue counters count as corpses), you should be able to win.

Be careful not to leave the Office Worker alone with the Serial Killer. It’s usually not possible to stop the whole time, but once it happens, the Vampire’s identity is as good as known.

Once the Protagonists start working to stop the corpse count in the City, change plans to kill the Key Person or kill the Protagonists themselves with the Loved One.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Kill the Protagonists

Vampire’s power, Loved One’s power

2. Kill the Girl Student (Key Person)

Curse cards, Vampire power, Serial Killer’s power, Sacrilegious Murder



Creator: GEnd

ZOMBIE HERO

Loops: 5 / difficulty: ●●●●●○○○
Loops: 4 / difficulty: ●●●●●○○○

Prime Evil
Set

Specifics

"Zombie Hero" is a scenario for intermediate level players. It assumes that all players are familiar with the Prime Evil rules, but can be used as the first script if table talk is set to on.

Everyone loves Zombies and this is no exception. The setting is, of course, what you would expect of a zombie story. We're not going to explain; just have fun with your new Zombie friends.

Story

He was the Mastermind's right hand man. On his master's order, he performed the forbidden, dark ritual in the Shrine. He executed the plan perfectly, but he couldn't shake the feelings of fright and anxiety. He went back to the scene of the crime, in the place that reeked of corruption and death, to make peace with himself. As he approached the Shrine, something grasped his ankle and a hopeless scream echoed through the night.

When he woke, he discovered that he was a living corpse...the ultimate creation of the Mastermind. He was no longer simply the henchman, he was something more powerful than he could ever imagine. With this strength, came an unquenchable thirst. He stalked the shadows, waiting for the perfect opportunity. That evening, a flock of birds rose from the path leading to the Shrine. He glanced and licked the lips of his grotesque smile. It was time to feed! From then on, rumors danced in the city. The dead has returned roaming the nights with a vengeance as the living slept. They will not be stopped. Somewhere, the Mastermind's laughter taunts the city into madness.

Hints for the Mastermind

The goal is to create 5 zombies for the Incident by day 4. The Mystery Boy is a zombie even when he's alive, so remember he counts as one. If necessary, move the zombies, and spread them out so they can overwhelm the humans. Gathering them at the Shrine or School makes it easier.

On the first day, play an Intrigue +1 on the School, and Intrigue +2 on the City, and a +1 Paranoia on the Henchman. If the Intrigue on the School goes well, the Girl Student will die from the zombie effect (Intrigue counts as corpses of people – which become zombies). Let the Protagonists think the Mystery Boy is a Serial Killer. If the Intrigue on the City goes through, that's two zombies for you.

Try to get 1 Paranoia on the Henchman by day 2. He'll escape to the Shrine, trigger Evil Contamination, and then become a zombie. Missing Person and Sacrilegious Murder are also effective, so don't forget to try to aim for them.

After the Night of Madness, the Transfer Student arrives. Try killing her on day 5 or 6. With an Intrigue on the Patient, you'll have a nice present of despair for the unassuming players.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Killing the Protagonists

Night of Madness, Loved
One's power



Creator: BakaFire

ULTIMATE HALLOWEEN

Loops: 5 / difficulty: ●●●●●○○○

Loops: 4 / difficulty: ●●●●●○○○

**Prime Evil
Set**

Specifics

“Ultimate Halloween” is a scenario for experienced players. It assumes that the Protagonists are familiar with Haunted Stage rules, and expects the players to be able to use Goodwill abilities and excellent teamwork. For this script, it's recommended to set table talk to off.

The concept of this script is a violent, no holds barred, fist fight. The Mystery Boy basically gives two main plots to the Mastermind. On the other hand, the Protagonists have free access to many powerful Goodwill abilities. This is a fierce and exciting battle of the minds. Enjoy the contest between humans and monsters.

Story

A serial killer hides in broad daylight while the town's concern hits a fever pitch. There's not a single day that passes that the newspapers aren't talking about the murders. The Protagonists have a sneaking suspicion that they are the next target. Paranoid beyond belief, they try to fruitlessly to escape. Unknown to them all, the real threat of a full moon approaches...

The city is full of evildoers and monsters and every night is a chaotic battle. The banquet of madness awaits you, but who will earn the biggest treat?

Main plot: Moonlight Beast

Subplots: Monster Intrigue, People Who Don't Listen

Hints for the Mastermind

There is no need to make any effort to hide the Nightmare. Aim for a Nightmare win from the start and keep at it until the bitter end. On day 1 of the first loop, you should play Intrigue +2 on the Girl Student and Paranoia +1 on the Pop Idol. Continue

placing Intrigue on the characters, so that you can kill off the Protagonists as soon as the conditions are fulfilled. From loop 2 and on, use Monster Intrigue, and shoot for Awakened Curse. The Curse card will help you a lot.

There is one important point to keep in mind. If the Soldier's Goodwill 5 is ever used, you lose. Make sure you play enough Paranoia on him and activate the Coward's ability to ignore Goodwill. You can also aim for Sacrilegious Murder while you're at it.

If the Nightmare victory get stopped, it's time for the Werewolf. He's unstoppable unless The Executioner gets triggered, thankfully you'll find it easy to start with.

The only problem is that after that, the Werewolf should be identified easily on the Final Guess. Decide beforehand who you'll want to decoy as the Werewolf. Be careful not to play any cards on it or kill that character. This also means that these characters will get their Goodwill abilities abused. Anyone but the Girl Student, Pop Idol and Soldier is a good Werewolf candidate, but you'll have to decide for yourself. It's your game and on your palm they dance.

VICTORY CONDITIONS FOR THE MASTERMIND

1. Killing the Protagonists

Nightmare power, Werewolf power



Creator: BakaFire

BANQUET SCHOOL LIFE

Loops: 4 / difficulty: ●●●●○○○○○
Loops: 3 / difficulty: ●●●●●○○○

Cosmic
Mythology Set

Specifics

"Banquet School Life" is a script designed as a first experience with Cosmic Mythology. It's an easy introduction to the main concepts and mechanics of this script; a fierce power, good cover stories, and with a turn of events magic that the Protagonists can use.

With this script, players will also learn how the Extra Gauge moves and affects things. It can be difficult to grasp from just the rules; playing this script is a good place to start.

Story

The Occult Study Group, commonly known as OSG, was the most secretive and suspicious of all the groups at school. It started out as a regular club for students who were into the occult. It wasn't long before they got a hold of a hideous scripture too sacrilegious to even mention. It was after that day, that everything changed. It's as if the occult pulled at the students' minds and warped them into something truly horrible. In the late hours after the city went to sleep, a vile plan was hatched.

No one would have guessed it, but it was the quiet doctor who worked at the small hospital outside of town that was pulling the strings. He is a descendent in a cursed bloodline. Despite his quiet composure, his fish-like face gave him away in any crowd. As a young student, he was always found with his nose buried in a book. Too ashamed to face the other kids. It goes without questioning that his intellect knew no equal. It was this doctor that provided the students scroll that contained the dark scripture and set this plan into motion. The only hope for the Protagonists lies in a boy wizard.

Hurry Protagonists, you must discover him!

Hints for the Mastermind

Priority number one is to trigger Missing Person on day 2. If that can be done, you can put an Intrigue on the School, and win with An Unsettling Rumour. However, if you can move characters so that the Office Worker is killed, that's even better. Concretely, on day 1, try Paranoia +1 on the Rich Man's Daughter and Shrine Maiden, and play an horizontal movement on the Police Officer on day 2. Use the Conspiracy Theorist's ability, if you deem it necessary.

If you can't kill the Office Worker, put as many Intrigue on the Locations as you can. Use Sacred Words of Dagon or a Bomb on another Location as a coverup. (If the Police Officer's Goodwill is used, it's useless to put it on the City. If you want to use the Hospital, do a Goodwill Refusal on the Doctor).

If Missing Person is stopped, just go all out. Kill the Office Worker with Insane Murder or place Intrigue with the Deep One's power. You'll need to play cards on locations to confuse the Protagonists.

For the Final Guess, it's easiest to hide the Deep One. So be sure not to get the Doctor killed, if need be, use An Unsettling Rumor to hide his identity.

VICTORY CONDITIONS FOR THE MASTERMIND

1. **Two Intrigue on the School.**
(Giant Time Bomb Again loss condition)
2. **Killing the Wizard**
by using Serial Killer's power, Insane Murder



Creator: Nightly Moonfire Group

EYES WITHOUT VISION

Loops: 4 / **difficulty:** ●●●●●○○○

**Cosmic
Mythology Set**

Specifics

"Eyes Without Vision" is a script designed for players not yet familiar with Cosmic Mythology. It should do well as the second game you play with this set. It can be used as a first experience too, but Banquet School Life will usually be the better choice for the first game.

This script introduces the unkillables, that weren't present in Banquet School Life. Here, you have two characters that cannot die. The point of the script is to have the Protagonists second guessing themselves.

The Extra Gauge will work in a different way; this time it won't rise unless the Protagonists actively choose to. It should be something for you to watch for, whether they are brave enough to delve into the knowledge of the ancients.

Story

The midnight hours are where the darkest conspiracies are kept. Blood sacrifices having been occurring without anyone noticing...before long it'll all be over. It's only with the maddening knowledge of the ancient gods, that it can be seen. Feel the vacancy in your brain and worthlessness of your mortal soul. Stumble forth and venture into the darkness...you're only hope is to acquire the Eyes That Will See.

Only the immortal witch, who hides beneath the floorboards in the school, can give you what you seek. She is diabolical, but not the evil behind the threats. Cast away your fears and learn what you can from her!

Hints for the Mastermind

The main road to victory lies with "Bloody

Rites". The Extra Gauge will basically only rise once per loop (via the Class Rep's Goodwill Refusal.) So all you need is to see to it that the number of corpses is at least 1 higher than the current Extra Gauge. With the Conspiracy Theorist, you will always be able to trigger Insane Murder; that's one corpse for the count. Make use of that to win in Loop 1. If you can, put Intrigue on 5 or more characters and/or 2 Intrigue on the School for a solid coverup.

Hide the Serial Killer. Use the Unkillables and move them well. You won't be able to keep them hidden until the end, but hold out as long as you can. If they discover the Serial Killer, they'll quickly fill in the missing gaps of the story.

If you can't get enough corpses, you can aim for a surprise win. While spreading Intrigue, put an Intrigue +2 on the Alien to trigger the Hound Dog Scent. If they discover you, use the Serial Killer to increase the corpse count.

Don't expect much of a win via the Time Traveler. If you get the chance though, take it. You'll be able to hide the main plot easily.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. At loop end, there are as many corpses as the Extra Gauge**
(Bloody Rites loss condition)
- 2. Two or less Goodwill on the Informer on the final day**
(Time Traveller ability)
- 3. Killing the Protagonists**
via the Hound Dog Scent



Creator: Gaijin

BELLA STELLARUM

Loops: 5 / difficulty: ●●●●○○○○
Loops: 4 / difficulty: ●●●●●○○○

**Cosmic
Mythology Set**

Specifics

And here we are with the most sinister plot: The Twisted Truth. Bella Stellarum is not advisable as the first play of Cosmic Mythology. Welcome to insanity!

Story

Many millennia ago, a cosmic war erupted. Many souls were tragically lost. This is the final chapter of one that escaped. It traveled among the stars, eventually settling to rest on Earth.

An insane person started an uproar in town, before everyone noticed, it was too late. Beyond this person's madness, was a darker one brooding.

Of all locations for it to start, the school was last on anyone's mind. Late in the evening, two shadows began a violent fight. One of the shadows was an outsider full of vengeance and eager to vanish the demons. The other was an avatar cloaked in yellow, there to put an end to all things.

At the deteriorated hospital outside of town, the cult of the Deep controlled it's insane believers. They awakened a furious godlike being known as the Child of the Deep. In order to fasten it to this world, blood sacrifices were performed.

This horrible "child" is the enemy of the avatar. This new devil disrupted the combating shadows and old feuds were ignored to focus their efforts on pushing it back out of this world. That was a terrible mistake for all the humans. The energy exploded and the town was bathed in blinding light.

You will need to stop not only the sacrifices for the "Child", but also the havoc caused by the outsider and the avatar.

Hints for the Mastermind

Aim to trigger the Discovery during

the first loop. If the Protagonists use the Office Worker's Goodwill ability, it's better if you don't trigger the Discovery, so change plans then. You'll need a coverup for the main plot. On the second loop, do a vertical movement on the Mystery Boy, kill the Godly Being and end the loop that way. It's best if they think the Godly Being is the Key Person.

Then, depending on where the Extra Gauge is, the plans will change. If it's still on 1, aim for triggering Discovery and killing the Godly Being. Insane Murder is also good to use. But if the Extra Gauge is already 2 or more, make sure that you trigger Insane Murder and Uproar. If you can involve the Godly Being and have it killed that's even better. Regardless, you'll have a good corpse count.

For the Final Guess, you'll need to hide either the Deep One or the Paranoiac. So you'll need to see to it that Patient and Nurse aren't killed. If the Extra Gauge is on 3 you can go for a Patient kill unless the Protagonists already know too much.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. Increasing the Extra Gauge** (only if it started on 0 or 1) (King in Yellow loss condition)
- 2. Having more corpses than the Extra Gauge** (only if it started on 2 or more) (Bloody Rites loss condition)
- 3. Killing the Godly Being** (the Paranoiac works like a Key Person due to Whispers) by using Serial Killer, The Executioner, Insane Murder, Uproar
- 4. Killing the Protagonists** by using the Sacrifice power



Creator: Rokirusu

AN ORDINARY DAY IN MISUKA CITY

Loops: 4 / **difficulty:** ●●●●●●●○

**Cosmic
Mythology Set**

Specifics

An Ordinary Day in Misuka City is geared towards players who are familiar with the Cosmic Mythology set. All players will need to be comfortable with the concepts. It's a well balanced, but difficult script that includes a straight-forward fierce Power Play and tricky cover-ups. Good for Protagonists who want a hard nut to crack.

Story

The peaceful city of Misuka has managed to avoid any sort of migration from it's residents. Chief among the reasons is the world famous university nestled in town. However, there are some qualities less admirable, such as the rumors of ghosts haunting the old neighborhoods. Despite all of this, most surveys indicate the people love it here and claim the ghost stories are charming.

One such haunt is a Shrine in a village outside the city limits...there the diety being worshipped was quite the friendly one. With natural ease, this diety used telepathy to conspire and set up a very unorthodox ritual. People with fish-like faces roam the city. Of course, this faceless diety won't just ignore such an opportunity. Somewhere, beyond the limits of time and space, a magical being is closing in on Misuka.

However, there was a young professor, familiar with occult studies, who knew about this. Alone in his thoughts, he was convinced that the best course of action was to blow the city up!

One could say, that everything was as usual in the peaceful city of Misuka.

Hints for the Mastermind

Spread out Intrigue counters, filling out the victory conditions, and confuse everyone with cover stories. Don't refuse the Goodwill abilities of the Faceless, fake an "Outside

God", and see to that everywhere but the Shrine could be a possible Time Bomb Again.

Loops where the Extra Gauge start on 0 or 2 should be won by triggering Evil Contamination. Place a Paranoia +1 on the Informer each day. Use the power of the Faceless when it can be done without revealing it.

On loops where the Extra Gauge starts on 2 or more, just place Intrigue everywhere. Of course on the School, but it's necessary to put one on the Shrine and City too, as coverups. Make them think you're aiming for an Uproar. Use the Deep One, if necessary.

Aim for triggering Insane Murder to hide information. Try getting the Alien near the first loop and then the Mystery Boy on loop 2 and on. If you can't kill them, you can put Forbid Goodwill on them, but it will slow you down spreading Intrigue, so be careful.

Who you'll need to hide depends on how the script works out. Which cover stories have worked; which ones haven't been found out. You're on your own there.

VICTORY CONDITIONS FOR THE MASTERMIND

- 1. More Intrigue on the Shrine than the Extra Gauge** (when it started at 0 or 1) (Sacred Words of Dagon loss condition)
- 2. More Intrigue on the School than the Extra Gauge** (when it started on 2 or more) (Giant Time Bomb Again loss condition)
- 3. Killing the Key Person or the Wizard**
by using Insane Murder, Uproar
- 4. Killing the Protagonists**
by using Fire of Demise condition



Creator: M. Hydromel and her automatons

COSMIC INSIGNIFICANCE

Loops: 5 / **difficulty:** ●●●●●●●●

**Cosmic
Mythology Set**

Specifics

You Must Not Play Please Please Please Run.

Story

Silently he whispered the words, in the darkness the night brightened, the song was lonely and large echoes, sadness consumed his soul.

Notes on the rules: Put the Godly Being on the board when the Final Guess starts.

Hints for the Mastermind

The Mastermind will always win this script. And the game will end on day one on loop 4. But the Godly Being enters on loop 5. So the Protagonists will need to find out who it is, despite having not seen it until now. The key is that the Incident on day 6 can never happen.

If the Henchman is in the city, Discovery will happen on day 1. Only if the Spell of Sympathy is laid on the Nurse or the Henchman, you need to adjust.

See to it that the Mystery Boy's Goodwill Ability is never used. In other words, from loop 2 and on, if he has 1 or more Goodwill on him, put a Forbid Goodwill on him. Always.

You'll achieve the win condition on day 1, but you can't relax. You need to spread Intrigue in order to hide the main plot.

You should have Intrigue on more than 5 characters, the Shrine and the Hospital at the end of each loop. So you should use the second Increasing Unease and Evil

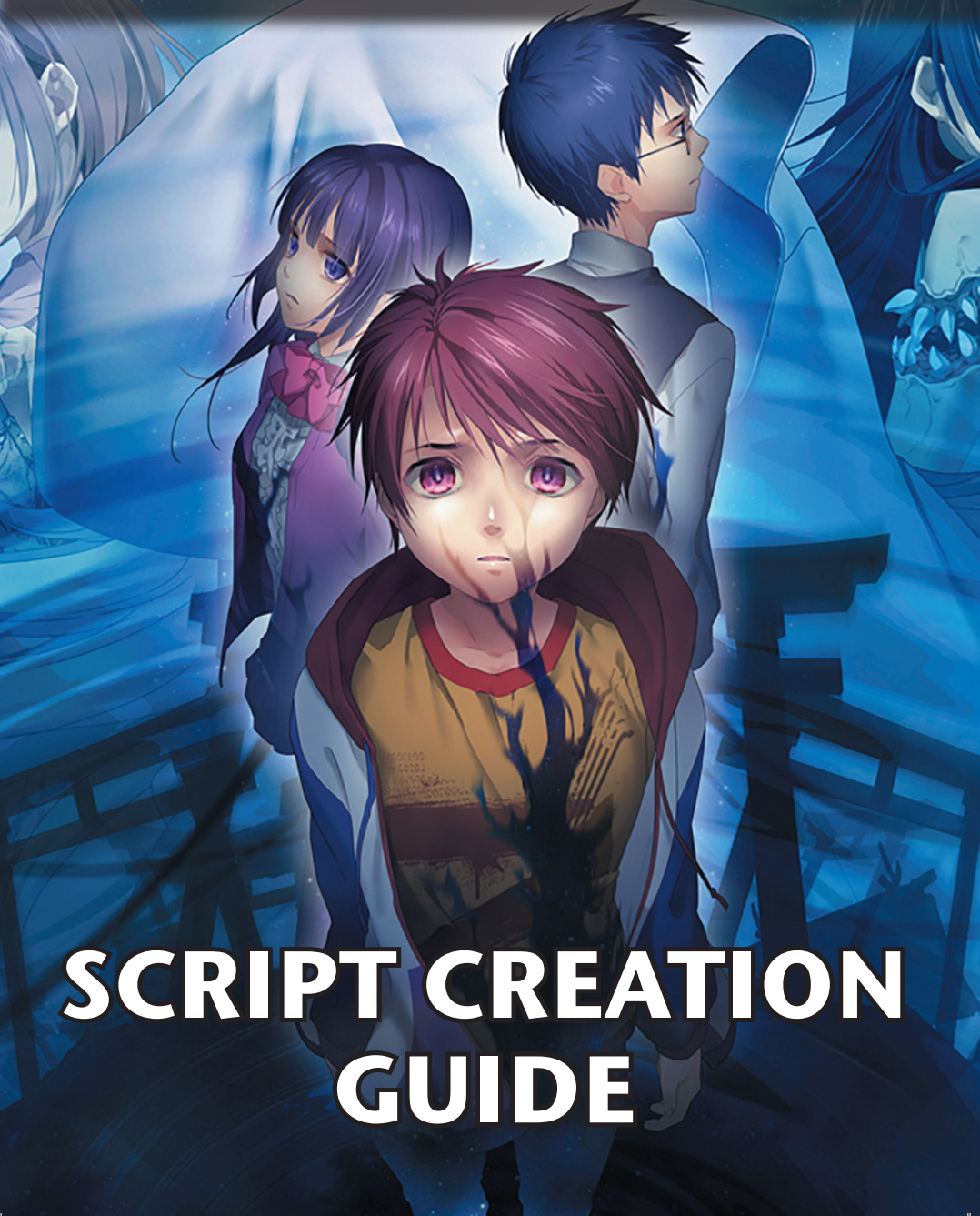
Contamination well. The Extra Gauge will invariably increase with each loop, so use "Dagon" and "Rites" to reflect this.

Experienced players will use the Serial Killer and the Alien to go around killing people. Stop them when you can. You won't be able to block everything, though.

VICTORY CONDITIONS FOR THE MASTERMIND

1. **Increase the Extra Gauge**
(King in Yellow loss condition)
2. **Killing the Wizard**
by using the Serial Killer's power, The Executioner

cosmic evil



SCRIPT CREATION GUIDE



SCRIPT CREATION GUIDE

To begin, we will guide you through the process of making Script Creation even better. We'll describe these things in order.

New characters guide

Some good pointers to have in mind when using the new characters.

Plot introduction

A description of each of the plots in Prime Evil and Cosmic Mythology. They also come with play hints, so they're good to read even if you don't intend to create your own scripts.

Loop number list

A loop number check list

How to avoid taboos

Taboos make scripts into bad scripts and makes the game boring. In this part, we'll explain about taboos and how to avoid them.

New characters guide

This expansion provides 6 character cards, four of which are new characters. The Police Officer and the Informer have been slightly adjusted to make for a better game.



Teacher

For beginners: ●●●●●●●●

A kind teacher that watches over her students. Her second ability is powerful. Goodwill 4; that means her role can be revealed in just 2 days. However, she can only see Students. This means that the script writer can control what information leaks by assigning roles accordingly. She can give good hints, but hide the crucial bits. That's not what the Shrine Maiden or Boss can do.



Transfer Student

For experienced players: ●●●●●●●●

A fresh wind that blows into the popularly used roles. This one is a good choice for scripts where you need a lot of Intrigue on the characters. This one is easy to balance, as you can decide when she enters the stage and, thus control, when her Goodwill abilities can be used. As an added bonus, you can use her for the same gimmick as the Godly Being.

Note: Just like the Godly Being, you can't set a day that doesn't exist. She can't enter on the 6th day if the script is just 5 days long.



Black Cat

For experienced players: ●●●●●●●●

Two passive abilities and no Goodwill. The first can increase Intrigue. This can be used both for Power Play and as a coverup. The second ability makes Incidents happen, but it's easy to hide the culprit. There are many fun ways of using this. Lacking Goodwill ability, it can be used in the same fun way as the Patient. Don't underestimate me meow!



Soldier

For beginners: ●●●●●●●●

A mysterious military guy. In fact, he's been injured in the war and has been sent home. Has he returned from the war or is this a new mission? He has two rather unique abilities. The first can be well used, if the key to solving the script is triggering Incidents. The second can help the Protagonists learn more.



PRIME EVIL PLOTS

This is an explanation of each of the plot in the new set

MAIN PLOTS

A Noble Bloodline

The strongest main plot in this set. This can be won both by killing the Key Person and putting Intrigue on the board. Both are easy to get. Easy to power play and easy to coverup, but there are too many ways to create taboos. You need to pay attention to where you put your foothold.

Note: If the Vampire is a Woman or Girl, the Key Person can be a Boy or Man. The Godly Being counts as either and can be Vampire or Key Person. The Black Cat can't be either.

Moonlight Beast

This one could create a taboo if you don't prepare a way for the Protagonists to kill people, like the Serial Killer or The Executioner. If you generously prepare a fake Werewolf, that is, a character that the Mastermind can avoid placing cards on, it'll be easier to make a coverup. You can adjust the difficulty by deciding where the Night of Madness enters the game.

Night Mist Nightmare

Intrigue on characters is important here. Intrigue on locations is also powerful, so it's easier to get Intrigue on the characters. Depending on how you write the script, this can be used as a havoc rage without a coverup or hiding away, pretending to be a Serial Killer. In the latter case, you can also avoid killing certain characters, pretending they are unkillable.

The Ones from the Grave

Yay! Zombies! Everyone loves zombies! Hiding this main plot is next to impossible, so just go ahead and let the zombies rule. The most common way to combine this main plot into a victory are using the Incidents Night of Madness or Evangelium of the Dead. As you can't hide the main plot, you need to prepare a subplot where the Roles can be hidden.

Note: Do remember that Intrigue counters count as zombie corpses, they can also be moved.

The Cursed Land

This is rather weak; you can rarely reach the win conditions with just one Curse.

You can put on more Curse card powers for a power play or prepare other win conditions. The Curse cards can increase corpses, so it's easy to have another main plot as a coverup. Keep track of whether the Curses will attach on odd days or even days and time the Night of Madness after that.

SUBPLOTS

Those With Habits

A stable subplot. A hardcore killing ability and another way to win, makes any script more fun. Take care not to get the Loved One killed. Remember that 3 Paranoia and 1 Intrigue on a character in any script can easily make this subplot a coverup.

A Love Affair

Horror flicks need a pair of lovers. And they're always a nuisance. It's not that different from Basic Tragedy, but it's harder to hide, as people get killed more often here.

Witch's Curse

Makes a great coverup when paired together with The Cursed Land. If you use both, you can start out each loop with 2 Curses. Curse cards create corpses, so this can be used in combination with a lot.

The Key Girl

It just adds a Key Person, but don't forget that this is a Tragedy Set where a lot of characters get killed. Don't make her too frail. This can also be used to coverup a Noble Bloodline.

Monster Intrigue

Gives the Monster a power like the Brain. Do note that you can't place the Intrigue on characters. This subplot doesn't add any Roles with Goodwill Refusal, so you need to combine this with a monster from the Main plot, a Witch or a Show-Off.

Panic and Obsession

The key coverup for subplots. No special rules, but it adds Roles that reek of other subplots. When the Role you believe will be revealed first is revealed, you need to already know what other subplot you want this to look like.

People Who Don't Listen

Most people in horror flicks don't listen. Everybody hates them. This is a package of people who work with Paranoia counters and the Conspiracy Theorist. Good to have if you want to use the abilities of the Coward or the Show-Off.



COSMIC MYTHOLOGY PLOTS

This is an explanation of each of the plot in the new set

MAIN PLOTS

Choir to the Outside God

Getting Intrigue on the characters is easy enough, but on five different ones makes it challenging. It's easier to combine with a way to kill the Key Person, or do a coverup with the Sacrifice and some Incidents. The more days, the more Intrigue you can place, so the difficulty will rise rapidly.

The Sacred Words of Dagon

This looks extremely powerful, but the amount of Intrigue you need to win can change in the middle of the loop. Depending on how easy it is to raise the Extra Gauge, you might want to exaggerate your use with the Intrigue. There are many ways to do coverups, but the easiest of them is spreading Intrigue on the locations.

The King in Yellow

The best of all coverups. The first half of the loops, you win by increasing the Extra Gauge, but for the latter half, you'll need to find out something else. There isn't much to do during the first loops, so it's easy to combine with some coverup. It's good if you think of what plot and how to hide it, as you write.

Giant Time Bomb Again

Another standard coverup plot returns with a vengeance. It's a powerful tool that supports Intrigue on locations. It's quite difficult to win with just this, so have a Subplot or Incidents that can increase the power play or give the Mastermind other ways to win.

Bloody Rites

Like Dagon, the number of corpses you need might change mid-loop. This plot doesn't have any killing methods, so you need to fully use Subplots and Incidents. With a Wizard and a Deep One, things get more stable.

SUBPLOTS

An Unsettling Rumor

The good old friend from Basic Tragedy. With no role changes either! This puts pressure on the locations, and can be used for both coverups and Power Play. It's a rather hard plot to figure out, so if you're unsure of your script, this is a good subplot to consider.

The Resistance

A super stable subplot that runs in the tracks of Hidden Freak or Love-Hate Spiral. If you don't know what to do, this one makes most scripts rather mediocre. Adjusting the Extra Gauge, a killing method, a victory condition, and help with Incidents. This one contains everything to help a script work.

People Who Saw

A plot rule to recommend if you want to go in for the kill using the Extra Gauge. Raising the gauge from 3 to 4 is usually very hard, but you're able to go for a surprise kill with this one. It doesn't add much to other victory conditions, so they need to stand on their own.

The Profound Race

A nice package with a Serial Killer and an unkillable. With even more unkillables, you might be able to hide the Serial Killer for half the loops! If you have a character that you feel is the key to solving the script, then Time Traveller is a good candidate. Depending on who the Time Traveller is, it might also give you a powerful way to victory.

Whispers from the Deep

The Subplot to get a Deep One from. This provides a good way to increase the Extra Gauge, so be careful so it's not too easy to raise it to 4. A Paranoid with a Key Person ability is also powerful. Don't make him/her too easy to kill.

The Faceless God

A real superstar; this helps the coverups during the first half, while the latter half aids the power play with the Deep One's (or should we say Brain's) power. Unkillable and Goodwill Refusal, this is perfect for hiding, fooling and confusing. It can do everything! Nyarla!

A Twisted Truth

This is the most sinister subplot and will fry the Protagonists' brains out. This is hard to use, but interesting to consider how things will move before and after it activates. Do note that the roles don't change just because the win conditions do. This is good to add as the first subplot if you think your script might be a bit too hard.

TRAGEDY LOOPER

Note: This is, again, a really hard-to-use subplot. If the Protagonists aren't used to the game, or you don't want to confuse too much, then don't even consider using the Informer. However, if the Informer is among the script's cast, you would only need to name "A Twisted Truth" if her Goodwill ability is activated by the Leader, and not the "extra" main plot associated to it.

Second note: You only look at the Extra Gauge at the start of the loop. The win conditions don't change, even if the Extra Gauge reaches 2 mid-loop.

HOW TO USE THE EXTRA GAUGE

The purpose of the Extra Gauge

There are three main functions of the Extra Gauge: 1) Making the set more challenging by leaving the Protagonists at ease during the first half, 2) giving them extra powers as the difficulty rises, and 3) add a change to the game midway. Let's take a look at these three.

This tragedy set is designed to decrease the ways for the Protagonists to lose during the first half of the loops. It's easy to power play and perform coverups. In a balanced way, slaughter the Protagonists at your leisure. But that will make it unexciting and rather repetitive.

That's why the Extra Gauge is here. During the game, the Protagonists will increase the Extra Gauge by accident or by design. This way, they'll learn spells and get better ways to resist the tragedy. But once the gauge reaches 4, the Mastermind gains another victory condition. If the original victory conditions get too hard to reach, you'll need to change plans. As a result of this, the Extra Gauge changes the game midway.

WHEN SHOULD THE EXTRA GAUGE RISE?

Now that the Extra Gauge is understood, we'll talk about script creation. The amount of ways to increase the Extra Gauge, and how it can be controlled, is where your script creation skills will be tested. You should have 4 ways to increase the Extra Gauge. By activating each of those once, you should be able to increase it to 4, give or take a bit. If one of the ways is needed twice in order to raise the gauge, you can decrease the number of ways by one. Otherwise, if one of them is hard to activate, you can add one more way.

The Extra Gauge increases with Goodwill abilities (Goodwill Refusal or the Wizard's ability). The Protagonists are the ones who use them, so you will have a hard time controlling them. But you will be able to control where these abilities are. If you place them on the Shrine Maiden or the Office Worker, that is, characters where Goodwill counters are prone to land, or on characters like the Boy Student, that only needs 2 Goodwill in order to work, the Extra Gauge will increase more easily. But if you place the roles on the Police Officer or the Informer, then it will go slower.

Another important point is whether this ability can be used several times during the same loop or not. For example, the Office Worker or the Pop Idol can easily be used several times a loop, but the Police Officer or the Alien aren't as easy. If it is possible, the Protagonists might raise it 2, even 3 steps. When you use "Dagon" or "Rites", where the victory conditions change depending on the gauge, you need to be extra careful.

To get the Extra Gauge to 4 is usually pretty hard for the Mastermind. The Deep One, Witness or the Incident Discovery are the basic ways. If the Mastermind is able to kill via the Extra Gauge, you need to prepare the weapon.

HOW SHOULD YOU USE THE SPELLS

To perfect the script even more, you need to think of how the Protagonists will use the Extra Gauge spells. You need to carefully ponder the various spells they have.

The Spell of Sympathy will accelerate the use of Goodwill. Keep in mind which character is the key to solving the script. Typically, it's the Shrine Maiden or Boss, or characters that can look at Roles. However, if these character are in the script, they will always be used, and the result will be pretty common. Against experienced players, put some Goodwill Refusal on these characters or don't use them at all.

The Memory of the Forefathers gives the Protagonists a lot of info. Unlike other sets, in this set it's important which subplot you decide is your "first" subplot. The one you want to hide most should, naturally, be the second one. You can actually use this to your advantage, by having something that doesn't disturb your plans there. Put a hard to define and hard to stop subplot there, that way you can avoid confusion. It can also be used to give information in a script that's otherwise too mysterious.

Ancient Seal makes it much harder to win with Intrigue. Due to this spell, it's not as much of a taboo to have two locations where it's a win for you to put Intrigue. But this makes it very hard to win an Intrigue victory, you need to prepare some other victory condition and prepare a surprise attack when the Extra Gauge reaches 4.

LOOP NUMBER COUNT

This is a simple chart for script writers to decide on loop count. This is only a rule of thumb, as some combinations will change the difficulty more than others. You also need to take into account how experienced the Protagonist players are. If they're relatively new to the game, round up. If they are good at it, round down.

For Cosmic Mythology, we've also taken the Extra Gauge into account. If the Extra Gauge can reach 6, you need to devise ways for it to slow down.

TRAGEDY LOOPER

PRIME EVIL LOOP COUNT CHART

Main Plots

A Noble Bloodline	+2.6
Moonlight Beast	+1.8
Night Mist Nightmare	+1.6
The Ones from the Grave	+1.8
The Cursed Land	+1.4

Incidents

Night of Madness	+0.2
Evangelium of the Dead	+0.6
For each Incident above/below 4	±0.4

Subplots

Those with Habits	+1.0
A Love Affair	+1.0
Witch's Curse	+0.6
The Key Girl	+0.8
Monster Intrigue	+0.5
Panic and Obsession	+0.3
People Who Don't Listen	+0.4

Days

6 days	-0.2
5 days or less	-0.6

COSMIC MYTHOLOGY LOOP COUNT CHART AND EXTRA GAUGE CHART

Main Plots

Choir to the Outside God	+1.8, Ex+0
The Sacred Words of Dagon	+2.0, Ex+3
The King in Yellow	+1.0, Ex+1
(For each Extra Gauge raising possibility +0.2)	
Ginat Time Bomb Again	+1.6, Ex+3
Bloody Rites	+1.8, Ex+1

Incidents

Hospital Incident	+0.4, Ex+0
Fire of Demise	+0.4, Ex+0
Hound Dog Scent	+0.4, Ex+0
Discovery	+0.0, Ex+1
For each Incident above/below 4	±0.5

Subplots

An Unsettling Rumor	+0.5, Ex+0
The Resistance	+0.8, Ex+1
People Who Saw	+0.5, Ex+1
The Profound Race	+0.8, Ex+0
Whispers from the Deep	+1.2, Ex+3
The Faceless God	+0.9, Ex+2
The Twisted Truth	+1.2, Ex+1

Days

6 days	-0.2
5 days or less	-0.6

HOW TO AVOID TABOOS

What is a taboo?

A taboo is something that makes a script boring and unplayable, thus what you mustn't do. In this section, we explain a bit about taboos and how to avoid them. Taboos are also described in the Mastermind's handbook in the base set. A taboo is something that fulfills two conditions; the first being that the Mastermind

can win if he simply follows a set routine, and the other that there is no real way of finding out the Roles. However, exactly what this means can be a bit hard to see just by reading the definition, so we'll bring up a few examples, and how to fix these so that the taboos never occur.

Case 1: Unstoppable, Self-Fulfilling Prophecy

Mastermind card

Main plot : _____
Subplots : _____

Cast	Role
<i>Rich Man's Daughter</i>	<i>Key Person</i>

Day	Incident	Culprit
<i>7</i>	<i>Suicide</i>	<i>Rich Man's Daughter</i>

Example 1

Cast	Role	
Rich Man's Daughter	Key Person	
Day	Incident	Culprit
7	Suicide	Rich Man's Daughter

This example is very clear. The Rich Man's Daughter is the Key Person. If she commits suicide, the Protagonists lose. And it's set on day 7, so if the Mastermind just plays Paranoia +1 on her every day, she'll have 7 Paranoia by day 7. The Protagonists can play Paranoia -1 on her, but this card is just once-per-loop, so they can only bring it down to 4. The Mastermind will win by just repeating 2 actions: putting Paranoia on the Rich Mans' Daughter, and blocking Goodwill abilities that remove Paranoia. No other information has to be used at all, and this will just result in a meaningless, boring loop.

Mastermind card

Main plot : _____
Subplots : _____

Cast	Role
<i>Rich Man's Daughter</i>	<i>Key Person</i>

Day	Incident	Culprit
<i>2</i>	<i>Suicide</i>	<i>Rich Man's Daughter</i>
<i>7</i>	<i>Murder</i>	<i>Shrine Maiden</i>

Fixing example 1

Day	Incident	Culprit
2	Suicide	Rich Man's Daughter
7	Murder	Shrine Maiden

This is fixed by setting the suicide earlier, so it's stoppable by Goodwill abilities or Paranoia -1 cards. If you want to keep the tension until the end, add an Incident that won't make them lose just because it happens.

TRAGEDY LOOPER

Mastermind card

Main plot : *Change of Future*
Subplots :

Cast	Role
<i>Office Worker</i>	<i>Conspiracy Theorist</i>

Day	Incident	Culprit
<i>3</i>	<i>Butterfly Effect</i>	<i>Office Worker</i>

Example 2

Main plot: Change of Future

Cast	Role
Office Worker	Conspiracy Theorist

Day	Incident	Culprit
3	Butterfly Effect	Office Worker

Example 2 is also a similar example. In this case, the Incident is early, but the problem is the same. If the Conspiracy Theorist is the culprit of an Incident, he can just use his ability on himself, and the incident will occur.

Mastermind card

Main plot : *Change of Future*
Subplots :

Cast	Role
<i>Office Worker</i>	<i>Person</i>
<i>Informers</i>	<i>Conspiracy Theorist</i>
<i>Pop idol</i>	<i>Serial Killer</i>

Day	Incident	Culprit
<i>3</i>	<i>Butterfly Effect</i>	<i>Office Worker</i>

Fixing example 2

Cast	Role
Office Worker	Person
Informers	Conspiracy Theorist
Pop idol	Serial Killer

The quick-fix is to set the Conspiracy Theorist on someone else. If you want it the incident to be easy to trigger, put them in the same starting location. And preparing a way for the Office Worker to get killed will ease things up too.

Case 2: Too Dark to Read

Mastermind card

Main plot: *The Sealed Item*

Subplots:

Cast	Role

Day	Incident	Culprit
7	Hospital Incident	Office Worker

Example 3

Main Plot: The Sealed Item

Day	Incident	Culprit
7	Hospital Incident	Office Worker

This isn't a script that can be won automatically, but there is a problem as it's simply too dark and unknown. This example is a loss for the Protagonists if you have 2 Intrigue on the Shrine or the Hospital. The Protagonists won't be able to block both all days, so you just keep bluffing on one, while putting Intrigue on the other. Keep repeating this all loop, will most probably be a win for the Mastermind.

Mastermind card

Main plot: *The Sealed Item*

Subplots:

Cast	Role
<i>Shrine Maiden</i>	<i>Friend</i>

Day	Incident	Culprit
4	Hospital Incident	Office Worker

Fixing example 3

Cast	Role
Shrine Maiden	Friend

Day	Incident	Culprit
4	Hospital Incident	Office Worker

If there is a way to stop the Incident, the problem is solved. Put the Hospital incident a bit earlier, so the Paranoia can be stopped. The important thing here is that the script relies on Intrigue, so the Protagonists need some way to get rid of it or stop it.

Also, the original example still requires that the Mastermind sets cards on the Hospital, the Shrine and the Office Worker, so there are things to do. If you insert the Shrine Maiden and her Intrigue removing ability, things loosen up.

TRAGEDY LOOPER

Case 3: Other loss conditions

Protagonists card

Tragedy set : Mystery Circle
 Number of loops : _____
 Days per loop : 8

Mastermind card

Main plot : _____
 Subplots : Smell of Gunpowder

Cast	Role
<u>Office Worker</u>	<u>Conspiracy Theorist</u>
<u>Doctor</u>	<u>Paranoiac</u>

Day	Incident	Culprit

Example 4

Tragedy Set: Mystery Circle

Days per Loop: 8

Subplot: Smell of Gunpowder

Cast

Role

Office Worker
Doctor

Conspiracy Theorist
Paranoiac

In example 4, it's much too easy to win with Smell of Gunpowder. The Mastermind can, with cards and full use of abilities, get up to 32 Paranoia counters. This can't be fixed no matter how much the Serial Killer gets to work. Subplots with strange victory conditions, like Smell of Gunpowder, are a bit hard to see how powerful they are and it easily happens that they are way too easy to win for the Mastermind. Try imagining what happens if the Mastermind only focuses on that specific condition.

Protagonists card

Tragedy set : Mystery Circle
 Number of loops : _____
 Days per loop : 6

Mastermind card

Main plot : _____
 Subplots : Smell of Gunpowder

Cast	Role
<u>Office Worker</u>	<u>Conspiracy Theorist</u>
<u>Doctor</u>	<u>Paranoiac</u>

Day	Incident	Culprit
<u>3</u>	<u>The Silver Bullet</u>	<u>Office Worker</u>
<u>4</u>	<u>Suicide</u>	<u>Doctor</u>

Fixing example 4

Days per Loop: 6

Day

Incident

Culprit

3 The Silver Bullet

Office Worker

4 Suicide

Doctor

One simple way is to reduce the number of days per loop, as that brings down the number of Paranoia counters that the Mastermind can get out. Then you can add The Silver Bullet as an extra way out, or let the Paranoiac commit suicide. Because the victory condition is strange, you need special ways to get out of it. This will make a nice script that surprises the Protagonists.

Protagonists card

Tragedy set : *Midnight Zone*
 Number of loops : _____
 Days per loop : _____

Mastermind card

Main plot : *The Sealed Item*
 Subplots : *Unanswered Heart*

Cast	Role
<i>Shrine Maiden</i>	<i>Brain</i>

Day	Incident	Culprit

Example 5

Tragedy Set: Midnight Zone

Main Plot: The Sealed Item

Subplot: Unanswered Heart

Cast	Role
Shrine Maiden	Brain

Example 5 is a taboo that comes from of a combination. This combination of plots is evil; the Mastermind just needs to put a Forbid Goodwill (which also turns into Forbid Movement) on the Shrine Maiden in order to win.

The Tragedy sets are created in a way so that a simple combination of plots won't automatically create a

taboo, but some such combinations are still there in order to preserve the possibility of interesting scripts. Such cases are noted in the Script Creation guide. Generally, the script creation guide has a lot of important information, so if you want to make scripts, it's highly recommended that you read it. If it mentions that you should be careful with a specific bit, you should never use that combination unless you fully realize why it's dangerous and how to avoid the taboo.

IS AN UNWINNABLE LOOP A TABOO?

We have seen several examples where the Protagonists can't win the loop. The question is if all of these actually are taboos and the answer is that it's hard to say. Because taboos have another condition: That you can't find out the roles.

The Protagonists will win if they pinpoint correctly the roles during the Final Guess. So even if all loops are impossible to win, it's not pre-determined as a boring script so long as there are ways to find out the roles of the characters. When you make unwinable scripts or scripts where a win is quite hard to in, all you need is a way to find out what each role is – be it with Goodwill abilities or by deduction from Mastermind abilities.

As an example, check the scenario 8 in Tragedy Looper: Those With Antibodies. That script cannot be won by the Protagonists, but every single role can be found out. Who is who won't be said here; but the interested reader can look at the script card and try to figure out what these methods are. If you want to really know, try playing the script 8 (unless you already have).

THE GOODWILL ABILITIES

The Goodwill abilities can work to remove the most obvious taboos. They can both be used to find out roles or to get the Protagonists out of tight power play spots. The Shrine Maiden solution to example 3 is a good example of that. You can also make the culprit a Student or add the Boy or Girl Student to ease the threat of dangerous Incidents. Finding out the roles can be done with, of course, the Shrine Maiden and the Boss, but consider also the use of the Alien, Office Worker and Mystery Boy.

Distributing the roles differently is a very effective way to fix a script. Not only might it solve the problem, but it also gives the Protagonists different ways to act, and not just a knee-jerk reaction such as blocking a location card with a Forbid Intrigue. You should have several such characters, so there is a bit of a choice. That will give the Protagonists alternatives, bring them into the game, and the script will be more enjoyable.

If you want the players to start using the Goodwill abilities, check the relevant pages in the Mastermind's Handbook in the Midnight Circle expansion. There are many hints there.

You've come this far, you've probably understood the basics of taboos and how to avoid them. The best way to avoid them is actually to have the courage to create mismatches in the script. A script that looks hopeless, but that holds a hidden light of hope, is a wonderful script. If you think that you would like to create scripts, we assure you it's something everyone can learn.

