Bad Optics v1.0.0 *by Tam and Sean*

Djinn

TOWNSFOLK



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



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



Oracle
Each night*, you learn how many dead players are evil.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



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

OUTSIDER



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



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



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

Quick Reference

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FIRST NIGHT

1. (D) Dusk
2. (M) Minion Info
3. (D) Demon Info
4. Philosopher
5. Marionette
6. Engineer
7. Poisoner
8. Godfather
9. Huntsman
10. Damsel
11. Empath
12. Grandmother
13. Dreamer
14. (D) Dawn

FABLED, JINXES & LORIC

Plague Doctor & Scarlet Woman

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Marionette & Huntsman

If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

Plague Doctor & Boomdandy

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

FABLED

Djinn

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

OTHER NIGHTS

1. (D) Dusk
2. Philosopher
3. Engineer
4. Poisoner
5. Innkeeper
6. Gambler
7. Scarlet Woman
8. Shabaloth
9. Vigormortis
10. Godfather
11. Gossip
12. Professor
13. Huntsman
14. Damsel
15. Grandmother
16. Empath
17. Dreamer
18. Oracle
19. (D) 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
Start the Night Phase.

2 M
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 D
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 
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 
Marionette
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

6 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 
Poisoner
The Poisoner points to a player. That player is poisoned.

8 
Godfather
Show each of the Outsider tokens in play.

9 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

10 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11 
Empath
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

12 
Grandmother
Show the marked character token. Point to the marked player.

13 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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

Other Nights

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1 D
Dusk
Start the Night Phase.

2 
Philosopher
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 
Poisoner
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

5 
Innkeeper
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

6 
Gambler
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

7 
Scarlet Woman
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8 
Shabaloth
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

9 
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.

10 
Godfather
If an Outsider died today: The Godfather points to a player. That player dies.

11 
Gossip
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

12 
Professor
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

13 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

14 
Damsel
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

15 
Grandmother
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

16 
Empath
Show the finger signal (0, 1, 2) for the number of evil neighbours.

17 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18 
Oracle
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

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