No Bad Ideas v1.0.0 *by darth_thanatos*

Djinn

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]



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Dreamer

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



Savant

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



Engineer

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



Philosopher

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



Alchemist

You have a not-in-play Minion ability.



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Tea Lady

If both your alive neighbours are good, they can't die.



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.



Atheist

The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Hermit

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



Goon

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



Lunatic

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



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.

MINION



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Psychopath

Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Ojo

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



Fang Gu

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



Leviathan

If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Lunatic
8. Sailor
9. Engineer
10. Preacher
11. Evil Twin
12. Amnesiac
13. Dreamer
14. Bounty Hunter
15. Leviathan
16. Dawn

FABLED, JINXES & LORIC

Leviathan & Hatter
The Leviathan cannot enter play after day 5.

Pit-Hag & Goon
If the Pit-Hag turns an evil player into the Goon, they can't turn good due to their own ability.

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Leviathan & Pit-Hag
The Leviathan cannot enter play after day 5.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Sailor
5. Engineer
6. Preacher
7. Pit-Hag
8. Lunatic
9. Fang Gu
10. Amnesiac
11. Dreamer
12. Bounty Hunter
13. Leviathan
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

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 

Alchemist

Show the Alchemist a not-in-play Minion token

6 

Poppy Grower

Do not inform the Demon/Minions who each other are

7 

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.

8 

Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

9 

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.

10 

Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

11 

Evil Twin

Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

12 

Amnesiac

Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

13 

Dreamer

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

14 

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.

15 

Leviathan

Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

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

4 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5 **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.

6 **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

7 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

8 **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.

9 **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.

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

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

12 **Bounty Hunter**
If the known evil player has died, point to another evil player.

13 **Leviathan**
Change the Leviathan Day reminder for the next day.

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