




NO REST FOR THE WICKED

You have been spending countless weeks plotting your scheme for world domination. The death ray is calibrated, the stolen plutonium securely stashed away; you are ready to finally take over! Except you forgot to do the groceries. Or maybe you haven't picked up your super villain costume from the dry cleaner yet. Either way, today is your day off. World domination can wait till tomorrow, today you run errands...evilly...

In No Rest for the Wicked, you play as super villains who need to run their mundane errands on their day off before you're able to activate your master plan. Can you navigate the real world, checking off your to-do list, without attracting the attention of the local heroes? Time will tell evil doer!

WHAT YOU NEED: Each player will need their own set of dice    and paper.
d4 d6 d8

ROLES AT THE TABLE

You'll need to decide ahead of time who will be the Villains, and who will take on the role of Game Master (GM). Villains will be in charge of their characters, attempting to complete their errands while the GM will play the rest of the world, from the mundane citizens to the super heroes, always tempting the villains down the path of evil.

CORE MECHANIC

Whenever the Villains attempt to accomplish a feat, they will roll the die assigned to one of three skills (Clever, Power, or Evil). Any roll of a 4+ is a failure, and the world will fight back against the Villain's errand-running plot. Attract too much attention, and you'll have the local super heroes after you!

SKILLS

Clever:
How quick-witted you are when thinking of a solution, or manipulating the weak-minded fools around you.

Power:
How strong your power is, using it to its fullest and in different situations.

Evil:
How downright villainous you are. This will be used to spread evil, as well as resist your vice when it calls to you...

VILLAINS

Roll 1d6 for each of the tables: Powers, Vices, and Plots. After that, assign each of your three dice (d4, d6, & d8) to one of your skills. Smaller dice mean you are more likely to succeed on rolls than larger dice, so keep that in mind!

RESISTING VICE

It's one thing to use your skill of villainy to pursue your errands, but there are so many opportunities to show off your evil! Occasionally the GM will present a situation that will tempt a Villain's specific Vice. When they do, the Villain must resist that Vice. If they resist, roll Evil, with a 4+ being a failure. The price of failure is frustration, while the GM switches the dice of two of that villain's skills.

PLAYING THE GAME

No Rest for the Wicked is a narrative game focused on scenes. There is no turn order or initiative. Instead, Villains and the GM should work together to tell the story of a group of super villains running their errands together, and the challenges of such an evil task. Play to find out what happens, and most importantly, have fun!

E.g. Dr. Dastardly's Vice is vanity. A cashier at the grocery store mentions that he looks familiar...but can't quite remember. Dr. Dastardly wants to resist, and not blurt out his own name, so he rolls Evil. He rolls a 7, failing his resistance and getting flustered with the cashier. The GM switches the villain's Cleverness die with his Evil die. He's too frustrated to use his incredible genius as well as he could before!

When a Villain succeeds in resisting their dice, they can switch any two of their dice assigned to skills! A Villain does not need to resist their Vice, but giving in can have consequences...

You will be playing the whole world, deciding what sort of hurdles to place in front of the Villains as they pursue their plot and errands. Your goal will be to present situations in which the Villains need to use their Cleverness, Powers, and Evilness, all while attempting to keep away from the attention of the local super heroes. If their rolls ever come up as a 4+, the action causes problems for the villains. This can mean the action fails, succeeds at a cost, or a new complication enters the scene.

SETTING SCENES

No Rest for the Wicked is best played out in scenes rather than a continuous narrative. As the GM, use scenes to frame the current situation and challenge the Villains. It may help to start with an introductory scene, where the Villains gather together for their day of errands. Once the players know which Plot they want to pursue first, set them right into the action by shifting the scene. A scene needs a location, characters for the Villains to interact with, and obstacles that will interfere with their Plots. Throughout the scene the Villains will use their skills to accomplish their scheme, and once they have done so, you should jump to the next scene.

USING SUPERHEROES



Superheroes are a useful tool for the GM to strike fear into the Villains. If you as the GM notice that the Villains are attracting a lot of attention to themselves, or floundering in accomplishing their plot, you can always introduce a local super hero to the scene! We recommend not trying to recreate a detailed combat encounter, but use superheroes to create unique hurdles that require the Villains to work together to overcome the challenge.

VICE

- 1 **Cynical**
What is wrong with everyone else?
- 2 **Harm**
What boils your blood?
- 3 **Pride**
Why are you so great?
- 4 **Greed**
What do you crave?
- 5 **Vanity**
How do you look so good?
- 6 **Laziness**
Why won't you do it?

POWER

- 1 **Super Speed**
How fast can you go?
- 2 **Futuristic Technology**
Coolest piece of tech?
- 3 **Shapeshifting**
What are your limits?
- 4 **Telekinesis**
How many things can you control?
- 5 **Mind Control**
How long do you have control?
- 6 **Super Strength**
Heaviest thing you've lifted?

PLOTS

- 1 **Take Your Pet For A Walk**
What kind of pet?
- 2 **Return Your Library Book**
Topic of the book?
- 3 **Go Grocery Shopping**
What do you need?
- 4 **Visit The Bank**
What service is required?
- 5 **Bring A Package To The Post Office**
What are you mailing?
- 6 **Pick up your costume from the dry cleaner**
How do they not know who you are?