Bad Luck Boulevard v1.0.0 *by Rel*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



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



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



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



Undertaker
Each night*, you learn which character died by execution today.



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



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



Soldier
You are safe from the Demon.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



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

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Mutant
If you are "mad" about being an Outsider, you might be executed.



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION



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



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



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

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poppy Grower
6. Sailor
7. Poisoner
8. Devil's Advocate
9. Witch
10. Pukka
11. Pixie
12. Damsel
13. Investigator
14. Empath
15. Noble
16. Dawn

FABLED, JINXES & LORIC

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

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. Poisoner
6. Devil's Advocate
7. Witch
8. Scarlet Woman
9. Pukka
10. Vortox
11. Al-Hadikhia
12. Damsel
13. Ravenkeeper
14. Empath
15. Undertaker
16. Oracle
17. Juggler
18. 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		**Poppy Grower** Do not inform the Demon/Minions who each other are
6		**Sailor** The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
7		**Poisoner** The Poisoner points to a player. That player is poisoned.
8		**Devil's Advocate** The Devil's Advocate points to a living player. That player survives execution tomorrow.
9		**Witch** The Witch points to a player. If that player nominates tomorrow they die immediately.
10		**Pukka** The Pukka points to a player. That player is poisoned.
11		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
12		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
13		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
14		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
15		**Noble** Point to 3 players including one evil player, in no particular order.
16	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **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. **Poisoner**
   The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.
6. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
7. **Witch**
   If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
8. **Scarlet Woman**
   If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
9. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
10. **Vortox**
    The Vortox points to a player. That player dies.
11. **Al-Hadikhia**
    The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
12. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
13. **Ravenkeeper**
    If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
14. **Empath**
    Show the finger signal (0, 1, 2) for the number of evil neighbours.
15. **Undertaker**
    If a player was executed today: Show that player's character token.
16. **Oracle**
    Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
17. **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.
18. **Dawn**
    Wait for a few seconds. End the Night Phase.