Oops! All Jinxes! v1.0.0 *by Peppy Roni*

Djinn

TOWNSFOLK



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



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



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



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



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Alchemist
You have a not-in-play Minion ability.



Sage
If the Demon kills you, you learn that it is 1 of 2 players.



Farmer
If you die at night, an alive good player becomes a Farmer.



Magician
The Demon thinks you are a Minion. Minions think you are a 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.



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Snitch
Minions start knowing 3 not-in-play characters.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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



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

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.



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

DEMON



Lil' Monsta
Each night, Minions choose who babysits Lil' Monsta's token & "is the Demon". A player dies each night*. [+1 Minion]



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]



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



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Poppy Grower
6. Magician
7. Snitch
8. Marionette
9. Engineer
10. Preacher
11. Lil' Monsta
12. Courtier
13. Damsel
14. Investigator
15. Clockmaker
16. Leviathan
17. D — Dawn

FABLED, JINXES & LORIC

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

Legion & Hatter
If Legion is created, all evil players become Legion. If Legion is in play, the Hatter has no ability.

Lil' Monsta & Hatter
If the Hatter dies & the Demon chooses Lil' Monsta, they also choose a Minion to become.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Legion & Zealot
The Zealot might register as evil to Legion.

Cannibal & Zealot
If the Cannibal gains the Zealot ability, the Cannibal learns this.

Vizier & Zealot
The Zealot might register as evil to the Vizier.

Legion & Summoner
If Legion is summoned, all evil players become Legion.

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Lil' Monsta & Vizier
If the Vizier is babysitting Lil' Monsta, they die when executed.

Magician & Vizier
If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.

Vizier & Investigator
The Storyteller doesn't declare the Vizier is in play.

Lil' Monsta & Magician
If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.

Riot & Ravenkeeper
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Leviathan & Ravenkeeper
Each night*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.

Riot & Mayor
The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.

Leviathan & Mayor
If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

Vizier & Courtier
If the Vizier loses their ability, they learn this, and cannot die during the day.

Summoner & Courtier
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Riot & Sage
Each night*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Engineer
4. Preacher
5. Courtier
6. Pit-Hag
7. Legion
8. Lil' Monsta
9. Sage
10. Damsel
11. Farmer
12. Ravenkeeper
13. Leviathan
14. D — Dawn

Leviathan & Sage

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.

Leviathan & Pit-Hag

The Leviathan cannot enter play after day 5.

Summoner & Pit-Hag

If the Summoner creates a second living Demon, deaths tonight are arbitrary.

Summoner & Clockmaker

The Summoner registers as the Demon to the Clockmaker.

Riot & Farmer

Each night*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Leviathan & Farmer

Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

Legion & Preacher

If the Preacher chooses Legion, Legion keeps their ability, but the Preacher might learn they are Legion.

Vizier & Preacher

If the Vizier loses their ability, they learn this, and cannot die during the day.

Summoner & Preacher

If the living Summoner has no ability, the Storyteller has the Summoner ability.

Legion & Engineer

If Legion is created, all evil players become Legion. If Legion is in play, the Engineer starts knowing this but has no ability.

Summoner & Engineer

If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Lil' Monsta & Poppy Grower

If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Pit-Hag & Damsel

If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Magician & Marionette

If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.

Marionette & Lil' Monsta

If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Magician & Legion

If the Magician is in play, during the Demon info step, Legion wake in separate groups. Each group learns which players are good, but does not learn the Magician.

FABLED

Djinn

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

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  **Alchemist**
Show the Alchemist a not-in-play Minion token

5  **Poppy Grower**
Do not inform the Demon/Minions who each other are

6  **Magician**

7  **Snitch**
After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.

8  **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.

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  **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta.

12  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

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

14  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

15  **Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

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

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

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 **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.

5 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

6 **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.

7 **Legion**
Choose a player, that player dies.

8 **Lil' Monsta**
Wake all Minions together, allow them to vote by pointing at who they want to babysit Lil' Monsta. Choose a player, that player dies.

9 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

11 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

12 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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