# Oops All Slayers v1.3.0 *by Voidstarr*

Djinn

## TOWNSFOLK



### Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



### Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



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



### King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



### Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



### Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



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



### Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



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



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



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

## OUTSIDER



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



### Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



### Tinker
You might die at any time.



### Recluse
You might register as evil & as a Minion or Demon, even if dead.



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

## MINION



### Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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



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



### Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

## DEMON



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



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

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. King
7. Lil' Monsta
8. Pixie
9. Amnesiac
10. Librarian
11. Balloonist
12. Dawn

## FABLED, JINXES & LORIC

**Boffin & Village Idiot**

If there is a spare token, the Boffin can give the Demon the Village Idiot ability.

**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]

**Alchemist & Boffin**

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

**Boffin & Drunk**

The Demon cannot have the Drunk ability.

**Lil' Monsta & Scarlet Woman**

If Lil' Monsta dies with 5 or more players alive, the Scarlet Woman babysits Lil' Monsta for the rest of the game.

**Plague Doctor & Scarlet Woman**

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

### FABLED

**Djinn**

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

### RECOMMENDED TRAVELLERS

**Barista**

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Bone Collector**

Once per game, at night, choose a dead player: they regain their ability until dusk.

**Apprentice**

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Scarlet Woman
4. Lycanthrope
5. Lil' Monsta
6. Professor
7. Amnesiac
8. Tinker
9. Balloonist
10. King
11. 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  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

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

8  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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

10  **Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

11  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

4 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **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.

6 **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.

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

8 **Tinker**
The Tinker might die.

9 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

10 **King**
If there are more dead than living, show the King a character token of a living player.

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