# Jinx! Double Jinx! Triple Jinx! ...Huh? v4.0.0 *by Louiza44*

Sentinel Toymaker Djinn

## TOWNSFOLK



### Dreamer

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



### Investigator

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



### Magician

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



### Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



### Ravenkeeper

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



### Sailor

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

## OUTSIDER



### Hatter

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



### Recluse

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

## MINION



### Scarlet Woman

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



### Vizier

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

## DEMON



### Lil' Monsta

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



### No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

# Quick Reference

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## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Magician
5. Sailor
6. Lil' Monsta
7. Investigator
8. Dreamer
9. D — Dawn

## FABLED, JINXES & LORIC

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

**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.

**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.

### FABLED

**Sentinel**
There might be 1 extra or 1 fewer Outsider in play.

**Toymaker**
The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

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

## OTHER NIGHTS

1. D — Dusk
2. Sailor
3. Scarlet Woman
4. No Dashii
5. Lil' Monsta
6. Ravenkeeper
7. Dreamer
8. D — 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  **Magician**

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

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

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

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

9 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  **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.

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

4  **No Dashii**
The No Dashii points to a player. That player dies.

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

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

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