

Oops! All Jinxes

by Rohan Sarvaria

TOWNSFOLK



Investigator

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



Preacher

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Monk

Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Soldier

You are safe from the Demon.



Alchemist

You have a not-in-play Minion ability.



Sage

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

OUTSIDERS



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Plague Doctor

If you die, the Storyteller gains a not-in-play Minion ability.

MINIONS



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Spy

Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Organ Grinder

All players keep their eyes closed when voting & the vote tally is secret. Votes for you only count if you vote.



Lil' Monsta

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



Riot

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



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.



Minstrel

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



Mayor

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



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.



Damsel

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



Vizier

All players know who you are. You can not 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]



























































Leviathan

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

DEMONS

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-   The Alchemist can not have the Widow ability.
-   When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.
-   If the Poppy Grower is in play, the Widow does not see the Grimoire until the Poppy Grower dies.
-   Only 1 jinxed character can be in play.
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-   The Alchemist can not have the Spy ability.
-   When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   If the Poppy Grower is in play, the Spy does not see the Grimoire until the Poppy Grower dies.
-   If the Plague Doctor dies, a living Minion gains the Spy ability in addition to their own ability, and learns this.
-   Only 1 jinxed character can be in play.
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-   If the Organ Grinder is causing eyes closed voting, the Butler may raise their hand to vote but their vote is only counted if their master voted too.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
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-   If the Investigator learns that the Vizier is in play, the existence of the Vizier is not announced by the Storyteller.
-   If the Vizier loses their ability, they learn this. If the Vizier is executed while they have their ability, their team wins.
-   If the Alchemist has the Vizier ability, they may only choose to execute immediately if three or more players voted, regardless of those players' alignment.
-   Only 1 jinxed character can be in play. Evil players start knowing which player and character it is.
-   The Marionette neighbors a Minion, not the Demon. The Marionette is not woken to choose who takes the Lil' Monsta token, and does not learn they are the Marionette if they have the Lil' Monsta token.
-   When the Poppy Grower dies, the Demon learns the Marionette but the Marionette learns nothing.
-   The Marionette does not learn that a Damsel is in play.
-   If the Demon has a neighbour who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.
-   If the Poppy Grower is in play, Minions don't wake together. They are woken one by one, until one of them chooses to take the Lil' Monsta token.
-   Only 1 jinxed character can be in play.
-   Votes for the Organ Grinder count if the Organ Grinder is babysitting Lil' Monsta.
-   The Vizier can die by execution if they are babysitting Lil' Monsta.
-   The Butler can not nominate their master.
-   If the 3rd day begins with just three players alive, the players may choose (as a group) not to nominate at all. If so (and a Mayor is alive) then the Mayor's team wins.



If a Riot player nominates and kills the Monk-protected-player, the Monk-protected-player does not die.



If a Riot player nominates and kills a Farmer, the Farmer uses their ability tonight.



If a Riot player nominates an Innkeeper-protected-player, the Innkeeper-protected-player does not die.



If a Riot player nominates and kills a Sage, the Sage uses their ability tonight.



If a Riot player nominates and kills the Ravenkeeper, the Ravenkeeper uses their ability tonight.



If a Riot player nominates the Soldier, the Soldier does not die.



Only 1 jinxed character can be in play.



Riot registers as a Minion to the Investigator.



Riot registers as a Minion to the Damsel.



Riot registers as a Minion to the Preacher.



If Leviathan nominates and executes the Soldier, the Soldier does not die.



If Leviathan nominates and executes the player the Monk chose, that player does not die.



If Leviathan nominates and executes a player the Innkeeper chose, that player does not die.



If Leviathan is in play & the Ravenkeeper dies by execution, they wake that night to use their ability.



If Leviathan is in play & the Sage dies by execution, they wake that night to use their ability.



If Leviathan is in play & a Farmer dies by execution, a good player becomes a Farmer that night.



If Leviathan is in play & no execution occurs on day 5, good wins.