

# 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 Minion ability. When using this, the Storyteller may prompt you to choose differently.

## Sage



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

## Butler



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

## Plague Doctor



When you die, the Storyteller gains a Minion ability.

## Widow



On your 1st night, look at the Grimoire & 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 and the vote tally is secret. Each night, choose if you are drunk until dusk.

## Lil' Monsta



Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night\*, a player might die. [+1 Minion]

## Riot



On day 3, Minions become Riot & nominees die but nominate an alive player immediately. This must happen.

OUTSIDERS

MINIONS

DEMONS

## Farmer



When 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 a Damsel is in play. If a Minion publicly guesses you (once), your team loses.

## 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 neighbor the Demon]

## Leviathan



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

-   An Alchemist-Marionette has no Marionette ability & the Marionette is in play.
-   If the Alchemist has the Organ Grinder ability, the Organ Grinder is in play. If both are sober, both are drunk.
-   An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.
-   An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.
-   If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.
-   When the Spy sees the Grimoire, the Demon and Magician's character tokens are removed.
-   If the Vizier is in play, the Magician has no ability but is immune to the Vizier's ability.
-   When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.
-   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.
-   If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.
-   If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.
-   Only 1 jinxed character can be in play.
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-   If the Widow is (or has been) in play, the Damsel is poisoned.
-   If the Poppy Grower has their ability, the Widow does not see the Grimoire.
-   If the Spy is (or has been) in play, the Damsel is poisoned.
-   If the Poppy Grower has their ability, the Spy does not see the Grimoire.
-   The Storyteller doesn't declare the Vizier is in play.
-   If the Vizier loses their ability, they learn this, and cannot die during the day.
-   If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.
-   If the Magician is alive, the Storyteller chooses which Minion babysits Lil' Monsta.
-   If Lil' Monsta & the Poppy Grower are alive, Minions wake one by one, until one of them chooses to take the Lil' Monsta token.
-   If the Vizier is babysitting Lil' Monsta, they die when executed.
-   Each night\*, Riot chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.
-   If Riot nominates and executes an Innkeeper-protected player, good wins.
-   The Mayor may choose to stop the riot. If they do so when only 1 Riot is alive, good wins. Otherwise, evil wins.
-   If Riot nominates and executes the Monk-protected player, good wins.
-   Each night\*, Riot chooses an alive good player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   Each night\*, Riot chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-   If Riot nominates and executes the Soldier, good wins.
-   Each night\*, the Leviathan chooses an alive good player (different to previous nights): a chosen Farmer uses their ability but does not die.

-   If the Leviathan nominates and executes an Innkeeper-protected player, good wins.
-   If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.
-   If the Leviathan nominates and executes the Monk-protected player, good wins.
-   Each night\*, the Leviathan chooses an alive player (different to previous nights): a chosen Ravenkeeper uses their ability but does not die.
-   Each night\*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.
-   If the Leviathan nominates and executes the Soldier, good wins.