

# Oops! All Jinxes - First Night

by Rohan Sarvaria



**Dusk** | None



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



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



**Magician** | Show the Magician as a Demon during Minion Info. Show the Magician as a Minion during Demon Info.



**Minion Info** | If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



**Demon Info** | If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



**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.



**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.



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



**Widow** | Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.



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



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



**Butler** | The Butler points to a player. Mark that player as 'Master'.



**Spy** | Show the Grimoire to the Spy for as long as they need.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



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



**Vizier** | Announce 'The Vizier is in play' and state which player they are.



# Oops! All Jinxes - Other Nights

by Rohan Sarvaria



**Dusk**

Check that all eyes are closed. Some travellers act.



**Poppy Grower**

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



**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.



**Innkeeper**

The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.



**Monk**

The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



**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.



**Sage**

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



**Damsel**

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



**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.



**Ravenkeeper**

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



**Butler**

The Butler points to a player. Mark that player as 'Master'.



**Spy**

Show the Grimoire to the Spy for as long as they need.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



**Leviathan**

Change the Leviathan Day reminder for the next day.