Oops! All Jinxes - First Night
by Rohan Sarvaria

	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.
M	**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.
D	**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
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🌙	**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 themself. 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.