

S&V Two-Demon Jinxes (v1.3)

These Jinxes supplement the existing rules and Jinxes.

Townsfolk

Clockmaker / **(Demon)**: The Clockmaker's info does not distinguish between evil teams.

Snake Charmer / **(Demon)**: The Snake Charmer remains unpoisoned after the first swap of the game.

Flowergirl / **(Demon)**: Each night*, you learn how many Demons voted today.

Town Crier / **(Demon)**: Each night*, you learn how many Minions nominated today.

Seamstress / **(Demon)**: The Seamstress' info does distinguish between evil teams.

Sage / **(Demon)**: If a Demon kills you, you learn that the Demons are 2 of 4 players.

Outsiders

Barber / **(Demon)**: If both Demons are alive, they each may select 1 of the 2 players to be swapped. If both select the same player, or only one chooses a player, nothing happens. The Barber has no effect on a Demon.

Klutz / **(Demon)**: When you learn that you died, publicly choose 2 alive players: if both are evil, your team loses (the game continues, if possible).

Minions

Evil Twin / **(Demon)**: The "good" twin in an evil-twin pair can be the opposing minion, in which case the Evil Twin will learn one of the opposing Demon's bluffs.

Evil Twin / **Evil Twin**: Both Evil Twins can be given the other as the "good" twin, in which case neither count as the "good" twin.

Pit-Hag / **(Demon)**: The Pit-Hag has no effect on the opposing Demon. The Demon learns they were selected by the Pit-Hag.

Pit-Hag / **Pit-Hag**: While both Pit-Hags are alive, the player and character selections will both be received and then both occur simultaneously. If both Pit-Hags attempt to change the same player into different roles, the selected player will arbitrarily become 1 of the 2 selected characters.

Demons

(Demon) / **(Demon)**: While both Demons are alive, the player selections will both be received and then both occur simultaneously. Each Demon must kill the other to unlock their normal win condition(s). If both Demons target each other, they both star pass. If one Demon's minion is dead, their evil team loses (the game continues, if possible).

Fang Gu / **(Demon)**: **[-1 Minion]** The Fang Gu starts knowing 2 players, 1 of which is an Outsider. If the Fang Gu and the non-Fang Gu Demon target each other, an Outsider becomes the Fang Gu and the non-Fang Gu Demon star passes.

Fang Gu / **Pit-Hag**: If a Fang Gu selects an opposing former-minion Outsider, the former-minion Outsider dies.

Fang Gu / **Fang Gu**: If both Fang Gus target the same Outsider, the Outsider dies.

Vigormortis / **(Demon)**: If a Vigormortis kills an opposing Minion, the Minion simply dies.

Vortex / **(Demon)**: While the other Demon is alive, the Vortex cannot win by a lack of execution. Poisoned players may receive true info.