Mirror|rorriM v2.0.0 *by Monika*

Djinn Sentinel

TOWNSFOLK

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]

King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.

Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

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

Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

Tea Lady
If both your alive neighbours are good, they can't die.

Farmer
If you die at night, an alive good player becomes a Farmer.

Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]

Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDER

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION

Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

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

Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON

Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Lunatic
6. King
7. Sailor
8. Marionette
9. Lleech
10. Snake Charmer
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12. Evil Twin
13. Cerenovus
14. Pixie
15. Huntsman
16. Damsel
17. Bounty Hunter
18. Spy
19. Dawn

FABLED, JINXES & LORIC

Bounty Hunter & Philosopher
If the Philosopher gains the Bounty Hunter ability, a Townsfolk might turn evil.

Marionette & Huntsman
If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

Spy & Damsel
If the Spy is (or has been) in play, the Damsel is poisoned.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Sailor
4. Snake Charmer
5. Monk
6. Devil's Advocate
7. Cerenovus
8. Lunatic
9. No Dashii
10. Vigormortis
11. Lleech
12. Barber
13. Choirboy
14. Huntsman
15. Damsel
16. Farmer
17. King
18. Bounty Hunter
19. Spy
20. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 **D**

Dusk

Start the Night Phase.

2 **M**

Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 **D**

Demon Info

If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4

Philosopher

The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5

Lunatic

If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6

King

Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7

Sailor

The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

8

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.

9

Lleech

The Lleech points to a player. Place the Poisoned reminder token.

10

Snake Charmer

The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

11

Devil's Advocate

The Devil's Advocate points to a living player. That player survives execution tomorrow.

12

Evil Twin

Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

13

Cerenovus

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

14

Pixie

Show the Pixie 1 in-play Townsfolk character token.

15

Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

16

Damsel

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

17

Bounty Hunter

Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

18

Spy

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

19 **D**

Dawn

Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

4 **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

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

6 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

7 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

8 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

9 **No Dashii**
The No Dashii points to a player. That player dies.

10 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

11 **Lleech**
The Lleech points to a player. That player dies.

12 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

13 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

14 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

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

16 **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.

17 **King**
If there are more dead than living, show the King a character token of a living player.

18 **Bounty Hunter**
If the known evil player has died, point to another evil player.

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

20 D **Dawn**
Wait for a few seconds. End the Night Phase.