Midnight sun v1.0.0 *by Morwen*

Djinn

TOWNSFOLK



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Soldier
You are safe from the Demon.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



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



Pacifist
Executed good players might not die.

OUTSIDER



Tinker
You might die at any time.



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Saint
If you die by execution, 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.

MINION



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



Yaggababble
You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Legion
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Cult Leader
5. D — Dawn

FABLED, JINXES & LORIC

Legion & Minstrel

If Legion died by execution today, Legion keeps their ability, but the Minstrel might learn they are Legion.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Legion
3. Gossip
4. Tinker
5. Cult Leader
6. D — 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  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

5 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  **Legion**
Choose a player, that player dies.

3  **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

4  **Tinker**
The Tinker might die.

5  **Cult Leader**
If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.

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