Solar Eclipse v1.1.0 *by Mevolas Rubenido*

Djinn

TOWNSFOLK

Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.

Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

Empath

Each night, you learn how many of your 2 alive neighbours are evil.

Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.

Nightwatchman

Once per game, at night, choose a player: they learn who you are.

Cannibal

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

Acrobat

Each night*, if either good living neighbour is drunk or poisoned, you die.

OUTSIDER

Plague Doctor

When you die, the Storyteller gains a Minion ability.

MINION

Marionette

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

Mastermind

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

DEMON

Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

Quick Reference

Solar Eclipse — by Mevolas Rubenido

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Pukka
6. Empath
7. Dreamer
8. Seamstress
9. Nightwatchman
10. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Marionette

If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

Djinn

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

OTHER NIGHTS

1. Dusk
2. Pukka
3. Acrobat
4. Empath
5. Dreamer
6. Seamstress
7. Nightwatchman
8. 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

Solar Eclipse — by Mevolas Rubenido

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 **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.

5 **Pukka**
The Pukka points to a player. That player is poisoned.

6 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

7 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

8 **Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

9 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

Other Nights

Solar Eclipse — by Mevolas Rubenido

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

2 **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

3 **Acrobat**
If a good living neighbour is drunk or poisoned, the Acrobat player dies.

4 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

5 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

6 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

7 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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