




















Dreams of the Deep






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.
	General	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	Ballooning	Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Fortune Teller	Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Cult Leader	Each night, you become the alignment of an alive neighbor. If all good players choose to join your cult, your team wins.
	Savant	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
	Amnesiac	You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.
	Juggler	On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	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]


OUTSIDERS

	Snitch	Minions start knowing 3 not-in-play characters.
	Mutant	If you are "mad" about being an Outsider, you might be executed.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Drunk	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
	Politician	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	Lunatic	You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Cerenovus	Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.
	Baron	There are extra Outsiders in play. [+2 Outsiders]
	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 neighbor the Demon]

DEMONS

	Leviathan	If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.
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Philosopher



Minion info



Snitch



Lunatic



Demon info



Marionette



Poisoner



Evil Twin



Cerenovus



Pixie



Huntsman



Damsel



Amnesiac



Fortune Teller



Dreamer



Balloonist



Cult Leader



General



Mathematician



Dawn



Leviathan

First Night

Dreams of the Deep



The Mathematician learns if the Lunatic attacks a different player(s) than the real Demon attacked.



The Marionette does not learn 3 not in-play characters. The Demon learns an extra 3 instead.



If the Marionette thinks that they are the Balloonist, +1 Outsider was added.



The Marionette does not learn that a Damsel is in play.



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

Leviathan



Dawn



Mathematician



General



Cult Leader



Balloonist



Jugler



Dreamer



Fortune Teller



Amnesiac



Damsel



Huntsman



Lunatic



Cerenovus



Poisoner



Philosopher



Dusk



Dreams of the Deep

Other Nights