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. Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider] **Balloonist** 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** 

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

Leviathan









## Dreams of the Deep



























Amnesiac















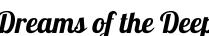




**Philosopher** 









Poisoner

**Evil Twin** 

Cerenovus

Huntsman

Damsel

Amnesiac

Dreamer

**Balloonist** 

Cult Leader

Mathematician

General

Dawn

Leviathan

Fortune Teller

**Pixie** 



play.

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

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

If the Marionette thinks that they are the

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Huntsman, the Damsel was added.

characters. The Demon learns an extra 3 instead.

The Marionette does not learn that a Damsel is in









































