# Dreams and Deceptions v1.0.0 *by Kalm Wolf*

Djinn · Sentinel · Spirit of Ivory

## TOWNSFOLK



**Steward**
You start knowing 1 good player.



**Noble**
You start knowing 3 players, 1 and only 1 of which is evil.



**Clockmaker**
You start knowing how many steps from the Demon to its nearest Minion.



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



**High Priestess**
Each night, learn which player the Storyteller believes you should talk to most.



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



**Oracle**
Each night*, you learn how many dead players are evil.



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



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



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



**Sage**
If the Demon kills you, you learn that it is 1 of 2 players.



**Banshee**
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



**Fool**
The first time you die, you don't.

## OUTSIDER



**Ogre**
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



**Recluse**
You might register as evil & as a Minion or Demon, even if dead.



**Sweetheart**
When you die, 1 player is drunk from now on.

## MINION



**Poisoner**
Each night, choose a player: they are poisoned tonight and tomorrow day.



**Witch**
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



**Widow**
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



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

## DEMON



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



**Imp**
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



**Fang Gu**
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

# Quick Reference

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## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Poisoner
6. Widow
7. Witch
8. Pukka
9. Librarian
10. Empath
11. Clockmaker
12. Dreamer
13. Seamstress
14. Noble
15. Nightwatchman
16. Dawn

## FABLED, JINXES & LORIC

**Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**Recluse & Sage**
The Recluse might register as the Demon to the Sage.

### 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.

**Spirit of Ivory**
There can't be more than 1 extra evil player.

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Witch
5. Lunatic
6. Imp
7. Pukka
8. Fang Gu
9. Sweetheart
10. Sage
11. Empath
12. Dreamer
13. Oracle
14. Seamstress
15. Nightwatchman
16. 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 
**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.

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

6 
**Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7 
**Witch**
The Witch points to a player. If that player nominates tomorrow they die immediately.

8 
**Pukka**
The Pukka points to a player. That player is poisoned.

9 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

10 
**Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11 
**Clockmaker**
Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.

12 
**Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 
**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.

14 
**Noble**
Point to 3 players including one evil player, in no particular order.

15 
**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.

16 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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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

4 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

5 **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.

6 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

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

8 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

9 **Sweetheart**
Choose a player that is drunk.

10 **Sage**
If the Sage was killed by a Demon: Point to two players, one of which is that Demon.

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

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

13 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

14 **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.

15 **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.

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