A thousand dreams v1.0.0 *by Riu Kujou*

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



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.



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



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.



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



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



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



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



Mutant
If you are "mad" about being an Outsider, you might be executed.



Tinker
You might die at any time.

MINION



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.



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

DEMON



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



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

A thousand dreams — by Riu Kujou

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Widow
5. Godfather
6. Pukka
7. Amnesiac
8. Washerwoman
9. Empath
10. Fortune Teller
11. Clockmaker
12. Dreamer
13. Noble
14. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Harlot

Each night*, choose a living player: if they agree, you learn their character, but you both might die.



Barista

Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

OTHER NIGHTS

1. Dusk
2. Gambler
3. Monk
4. Pukka
5. Po
6. No Dashii
7. Godfather
8. Gossip
9. Sweetheart
10. Amnesiac
11. Tinker
12. Ravenkeeper
13. Empath
14. Fortune Teller
15. Dreamer
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

A thousand dreams — by Riu Kujou

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  **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.

5  **Godfather**
Show each of the Outsider tokens in play.

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

7  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

8  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

10  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

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

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

Other Nights

A thousand dreams — by Riu Kujou

1 **Dusk**
Start the Night Phase.

2 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

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

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

5 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

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

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

10 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

11 **Tinker**
The Tinker might die.

12 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

14 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

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

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