Dragging Madness v2.0.0 *by Nycto*

TOWNSFOLK



Steward
You start knowing 1 good player.



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



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



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



Undertaker
Each night*, you learn which character died by execution today.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.

OUTSIDER



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



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

MINION



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



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

DEMON



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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Snake Charmer
6. Cerenovus
7. Damsel
8. Seamstress
9. Balloonist
10. Leviathan
11. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Snake Charmer
4. Cerenovus
5. Damsel
6. Undertaker
7. Seamstress
8. Balloonist
9. Leviathan
10. D — 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		**Poisoner** The Poisoner points to a player. That player is poisoned.
5		**Snake Charmer** The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		**Cerenovus** The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.
7		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
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		**Balloonist** Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.
10		**Leviathan** Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
11	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  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

6  **Undertaker**
If a player was executed today: Show that player's character token.

7  **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.

8  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

9  **Leviathan**
Change the Leviathan Day reminder for the next day.

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