Descent Into Madness v1.5.0 *by Nona*

TOWNSFOLK

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

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.

Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]

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.

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.

Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.

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

Soldier
You are safe from the Demon.

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

Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

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.

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

Saint
If you die by execution, your team loses.

MINION

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.

Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Marionette
6. Poisoner
7. Cerenovus
8. Washerwoman
9. Librarian
10. Empath
11. Fortune Teller
12. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Monk
4. Cerenovus
5. Scarlet Woman
6. Lunatic
7. Imp
8. Ravenkeeper
9. Empath
10. Fortune Teller
11. Oracle
12. 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 **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 **Marionette**
Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.

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

7 **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.

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

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 **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.

12 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		**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		**Scarlet Woman** If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		**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.
7		**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.
8		**Ravenkeeper** If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.
9		**Empath** Show the finger signal (0, 1, 2) for the number of evil neighbours.
10		**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.
11		**Oracle** Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.