



DRAGON

“I am Fire. I am Death.”
– Smaug

Summary

“Each night* choose a player: they & a neighbour die. If nominated by evil or your current foe you are drunk until dawn. You can’t die.”

The Dragon is a powerful demon, able to kill multiple players each night – though it is vulnerable to betrayal, and there is always a chosen one who can slay it.

- The Dragon chooses a player each night*. That player dies, and the Storyteller selects a neighbouring player who will also die.
- The Dragon cannot die, usually.
- There is always a living player, chosen by the Storyteller, with the **FOE** reminder token. If this player dies, a different living player gains the FOE reminder immediately.
- Evil players, or the current foe, who nominate the Dragon make it drunk immediately – and cause it to become vulnerable.

How to Run

On the first night, select a living player and put the Dragon’s **FOE** reminder token by the chosen player’s character in the Grimoire. If the player with the **FOE** reminder ever dies, immediately select a new living player and put the **FOE** token next to that player’s character in the Grimoire instead.

Each day, during nominations, if an evil player – or the player with the **FOE** reminder token assigned to them – nominates the Dragon, put the Dragon’s **DRUNK** reminder token next to the Dragon character token in the Grimoire. The Dragon is drunk until dawn. If they would die before becoming sober (for example: from execution), they will not survive.

If the sober Dragon would die, the Dragon remains alive. If the sober Dragon is executed, declare that this player is executed but remains alive. (*Do not say why.*)

Each night except the first, wake the Dragon. They point at any player. Put the Dragon to sleep. The chosen player dies – put the Dragon’s **DEAD** reminder by the chosen player’s character in the Grimoire and put a shroud on it. Then, you select a player neighbouring the Dragon’s chosen player: this second player also dies – put the Dragon’s other **DEAD** reminder by the chosen player’s character in the Grimoire and put shroud on it.

If the Dragon is drunk during the night, you still wake them to make a choice, but they do not have an ability with which to cause deaths. At dawn, remove the **DRUNK** reminder token.

Examples

On the second night the Dragon wakes and chooses a player, who dies. The Storyteller chooses their living clockwise neighbour who also dies.

On the third night the Dragon and chooses a player, who dies. Both of the chosen player's neighbours are already dead so while the Storyteller chooses a neighbour, nothing happens.

Joe was the starting Foe, and on day 1 nominated the Dragon. The Dragon is immediately made drunk. At the end of the day Joe is executed and dies. The storyteller chooses to make Zoodi the new Foe and marks them with the reminder token. During the night, they wake the Dragon but the Dragon is drunk so nobody dies. In the morning, the Dragon becomes sober.

Tips & Tricks

- Nobody knows who the Dragon's Foe is, so the best way to find out is to nominate often and see if this results in a night without deaths.
- Watch for people who are reluctant to nominate a certain player: they may be evil and avoiding nominating the Dragon.
- The Storyteller chooses the second death and can use that to balance the game. Mostly, this should favour the evil team, but sometimes choosing an already dead player for the second kill can hide that the demon is the Dragon.
- If a player survives execution, they might be the Dragon.
- Sometimes the Dragon may choose a dead player with dead neighbours to feign that the Dragon was drunk, and push suspicion onto another player.

Get the [Dragon json here](#).
Perpetual [almanac link here](#).

Change Log

04-May-2026: Character created
26-May-2026: Character ability finalised as v22 after extended playtesting
27-June-2026: First attempt at character token
07-July-2026: Character icon finished
16-July-2026: Almanac created as v1.00

Credits

"Dragon" character by KevD/JackOfAllTrades
"Dragon" character icon by KevD/JackOfAllTrades
Almanac written by KevD/JackOfAllTrades
Background by KevD/JackOfAllTrades

