A Sane Script v1.0.0 *by Tech.*

Djinn · Hell's Librarian

TOWNSFOLK



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



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



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Mathematician
Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



Cult Leader
Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Alchemist
You have a not-in-play Minion ability.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]

DEMON



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.



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



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Magician
8. Engineer
9. Dreamer
10. Cult Leader
11. General
12. Mathematician
13. Leviathan
14. Dawn

FABLED, JINXES & LORIC

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Mathematician & Drunk
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

Riot & Exorcist
If Riot nominates and executes the Exorcist-chosen player, good wins.

Leviathan & Exorcist
If the Leviathan nominates and executes the Exorcist-chosen player, good wins.

Riot & Innkeeper
If Riot nominates and executes an Innkeeper-protected player, good wins.

Leviathan & Innkeeper
If the Leviathan nominates and executes an Innkeeper-protected player, good wins.

Al-Hadikhia & Mastermind
If the Al-Hadikhia dies by execution, and the Mastermind is alive, the Al-Hadikhia chooses 3 good players tonight: if all 3 choose to live, evil wins. Otherwise, good wins.

Alchemist & Mastermind
An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Summoner & Engineer
If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Summoner & Poppy Grower
If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

Hell's Librarian
Something bad might happen to whoever talks when the Storyteller has asked for silence.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poppy Grower
4. Engineer
5. Innkeeper
6. Exorcist
7. Al-Hadikhia
8. Undertaker
9. Dreamer
10. Cult Leader
11. General
12. Mathematician
13. Leviathan
14. 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. **Dusk**
   Start the Night Phase.
2. **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. **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. **Philosopher**
   The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5. **Alchemist**
   Show the Alchemist a not-in-play Minion token
6. **Poppy Grower**
   Do not inform the Demon/Minions who each other are
7. **Magician**
8. **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
9. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
13. **Leviathan**
    Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'
14. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Philosopher**
   If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
3. **Poppy Grower**
   If the Poppy Grower has died, show the Minions/Demon who each other are.
4. **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
5. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
6. **Exorcist**
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
7. **Al-Hadikhia**
   The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.
8. **Undertaker**
   If a player was executed today: Show that player's character token.
9. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
11. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
12. **Mathematician**
    Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
13. **Leviathan**
    Change the Leviathan Day reminder for the next day.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.