

TOWNSFOLK



Knight

You start knowing 2 players that are not the Demon.



Chef

You start knowing how many pairs of evil players there are.



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist

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



Mathematician

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



Town Crier

Each night*, you learn if a Minion nominated today.



Alsaahir

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



Seamstress

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



Professor

Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Alchemist

You have a not-in-play Minion ability.



Amnesiac

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



Sage

If the Demon kills you, you learn that it is 1 of 2 players.

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Tinker

You might die at any time.



Heretic

Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



Godfather

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Wizard

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



Boffin

The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Yaggababble

You start knowing a secret phrase. For each time you said it publicly today, a player might die.



Vortex

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Fang Gu

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Keep Me Sane/Insane — by JC

FIRST NIGHT

- 1  **Dusk**
- 2  **Minion Info**
- 3  **Demon Info**
- 4  **Alchemist**
- 5  **Sailor**
- 6  **Godfather**
- 7  **Devil's Advocate**
- 8  **Amnesiac**
- 9  **Chef**
- 10  **Butler**
- 11  **Grandmother**
- 12  **Seamstress**
- 13  **Balloonist**
- 14  **Mathematician**
- 15  **Dawn**

FABLED, JINXES & LORIC



Alchemist & Boffin

If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.



Mathematician & Drunk

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



Boffin & Drunk

The Demon cannot have the Drunk ability.



Heretic & Godfather

Only 1 jinxed character can be in play.



Heretic & Pit-Hag

Only 1 jinxed character can be in play.



Boffin & Heretic

The Demon cannot have the Heretic ability.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **Dusk**
- 2  **Sailor**
- 3  **Devil's Advocate**
- 4  **Pit-Hag**
- 5  **Fang Gu**
- 6  **Vortex**
- 7  **Godfather**
- 8  **Sage**
- 9  **Professor**
- 10  **Amnesiac**
- 11  **Tinker**
- 12  **Grandmother**
- 13  **Town Crier**
- 14  **Seamstress**
- 15  **Balloonist**
- 16  **Butler**
- 17  **Mathematician**
- 18  **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

Keep Me Sane/Insane — by JC

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		Alchemist Show the Alchemist a not-in-play Minion token
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		Godfather Show each of the Outsider tokens in play.
7		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Chef Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		Butler The Butler points to a player. Mark that player as 'Master'.
11		Grandmother Show the marked character token. Point to the marked player.
12		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.
13		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.
14		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
15		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Keep Me Sane/Insane — by JC

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
4		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
5		Fang Gu The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.
6		Vortex The Vortex points to a player. That player dies.
7		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
8		Sage If the Sage was killed by a Demon: Point to two players, one of which is that Demon.
9		Professor If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.
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		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
13		Town Crier Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).
14		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.
15		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.
16		Butler The Butler points to a player. Mark that player as 'Master'.
17		Mathematician Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.
18		Dawn Wait for a few seconds. End the Night Phase.