Name that script v1.0.0 *by Shadow*

Deus ex Fiasco

TOWNSFOLK



Tea Lady
If both your alive neighbours are good, they can't die.



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



Pacifist
Executed good players might not die.



Minstrel
When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



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



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



Gossip
Each day, you may make a public statement. Tonight, if it was true, a player dies.



Fool
The first time you die, you don't.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.

OUTSIDER



Tinker
You might die at any time.



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

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.



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.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Lunatic
5. Courtier
6. Godfather
7. Devil's Advocate
8. Pukka
9. Grandmother
10. Chambermaid
11. Dawn

FABLED, JINXES & LORIC

FABLED



Deus ex Fiasco

At least once per game, the Storyteller will make a mistake, correct it, and publicly admit to it.

OTHER NIGHTS

1. Dusk
2. Courtier
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Lunatic
7. Zombuul
8. Pukka
9. Shabaloth
10. Po
11. Assassin
12. Godfather
13. Gossip
14. Professor
15. Tinker
16. Moonchild
17. Grandmother
18. Chambermaid
19. 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  **Courtier**
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that 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  **Pukka**
The Pukka points to a player. That player is poisoned.

9  **Grandmother**
Show the marked character token. Point to the marked player.

10  **Chambermaid**
The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.

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

Other Nights

Name that script — by Shadow

1. **Dusk**
   Start the Night Phase.
2. **Courtier**
   Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.
3. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
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. **Zombuul**
   If no-one died during the day: The Zombuul points to a player. That player dies.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
10. **Po**
    If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
11. **Assassin**
    If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
12. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
13. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
14. **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.
15. **Tinker**
    The Tinker might die.
16. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
17. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18. **Chambermaid**
    The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.
19. **Dawn**
    Wait for a few seconds. End the Night Phase.