Guys, what a script v1.0.0 *by Monkeyfist*

Duchess

TOWNSFOLK



Village Idiot

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

OUTSIDER



Lunatic

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

DEMON



Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. D — Dawn

FABLED, JINXES & LORIC

FABLED



Duchess

Each day, 3 players may choose to visit you. At night*, each visitor learns how many visitors are evil, but 1 gets false info.

OTHER NIGHTS

1. D — Dusk
2. Lunatic
3. Legion
4. 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 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  **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.

3  **Legion**
Choose a player, that player dies.

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