ST Decision v1.0.0 *by Maegi_v73 & Ofi*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



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



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



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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.



Farmer
If you die at night, an alive good player becomes a Farmer.



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



Tinker
You might die at any time.



Recluse
You might register as evil & as a Minion or Demon, 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



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



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



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



Marionette
You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]

DEMON



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



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



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

ST Decision — by Maegi_v73 & Ofi

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Marionette
6. Pixie
7. Amnesiac
8. Dreamer
9. Noble
10. Balloonist
11. Spy
12. D — Dawn

FABLED, JINXES & LORIC

Alchemist & Boffin

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

Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Marionette & Balloonist

If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Alchemist & Marionette

An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Legion
3. Gossip
4. Amnesiac
5. Farmer
6. Tinker
7. Dreamer
8. Balloonist
9. Spy
10. 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

ST Decision — by Maegi_v73 & Ofi

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. 
   Marionette
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
7. 
   Amnesiac
   Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8. 
   Dreamer
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
9. 
   Noble
   Point to 3 players including one evil player, in no particular order.
10. 
    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.
11. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
12. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

ST Decision — by Maegi_v73 & Ofi

1. **Dusk**
   Start the Night Phase.
2. 
   Legion
   Choose a player, that player dies.
3. 
   Gossip
   If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
4. 
   Amnesiac
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
5. 
   Farmer
   If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.
6. 
   Tinker
   The Tinker might die.
7. 
   Dreamer
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
8. 
   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.
9. 
   Spy
   Show the Grimoire to the Spy for as long as they need.
10. **Dawn**
    Wait for a few seconds. End the Night Phase.