Info...IGuess? v1.0.0 *by MRam21*

TOWNSFOLK

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

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

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

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

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

Empath
Each night, you learn how many of your 2 alive neighbours are evil.

Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.

Oracle
Each night*, you learn how many dead players are evil.

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

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

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

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

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

OUTSIDER

Barber
If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

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

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.

Sweetheart
When you die, 1 player is drunk from now on.

Recluse
You might register as evil & as a Minion or Demon, even if dead.

MINION

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

Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.

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

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

DEMON

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

No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

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

Quick Reference

Info...IGuess? — by MRam21

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Poisoner
6. Godfather
7. Pixie
8. Amnesiac
9. Chef
10. Empath
11. Fortune Teller
12. Dreamer
13. Balloonist
14. Spy
15. Chambermaid
16. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poisoner
4. Pit-Hag
5. Fang Gu
6. No Dashii
7. Vortox
8. Godfather
9. Barber
10. Sweetheart
11. Amnesiac
12. Empath
13. Fortune Teller
14. Undertaker
15. Dreamer
16. Town Crier
17. Oracle
18. Balloonist
19. Spy
20. Chambermaid
21. 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

Info...IGuess? — by MRam21

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 **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 **Poisoner**
The Poisoner points to a player. That player is poisoned.

6 **Godfather**
Show each of the Outsider tokens in play.

7 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

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 **Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

11 **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

12 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

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 **Spy**
Show the Grimoire to the Spy for as long as they need.

15 **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.

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

Other Nights

Info...IGuess? — by MRam21

1 D **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 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

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 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Vortox**
The Vortox points to a player. That player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Barber**
If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

10 **Sweetheart**
Choose a player that is drunk.

11 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

13 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

14 **Undertaker**
If a player was executed today: Show that player's character token.

15 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

16 **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).

17 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

18 **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.

19 **Spy**
Show the Grimoire to the Spy for as long as they need.

20 **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.

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