

# Xenophobia

by Evil Steve

TOWNSFOLK



## Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



## Empath

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



## High Priestess

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



## Balloonist

Each night, you learn a player of a different character type than last night. [+0 or +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.



## Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



## Monk

Each night\*, choose a player (not yourself): they are safe from the Demon tonight.



## Gossip

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



## Amnesiac

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



## Philosopher

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



## Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



## Magician

The Demon thinks you are a Minion. Minions think you are a Demon.



## Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



## Sweetheart

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



## Mutant

If you are "mad" about being an Outsider, you might be executed.



## Plague Doctor

When you die, the Storyteller gains a Minion ability.



## Damsel

All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



## Recluse

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



## Barber

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



## Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. [-1 or +1 Outsider]



## Marionette

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



## Baron

There are extra Outsiders in play. [+2 Outsiders]



## Organ Grinder

All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



## Fang Gu

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

MINIONS

DEMONS

\* Not the first night

# Xenophobia

Fabled & Loric



Djinn



If the Magician is alive, the Demon doesn't know which neighbor is the Marionette.



If the Storyteller would gain the Baron ability, up to two players become Outsiders.



If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.



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



If the Marionette thinks that they are the Huntsman, the Damsel was added during setup.

## Travellers



Bureaucrat

Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.



Thief

Each night, choose a player (not yourself): their vote counts negatively tomorrow.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

FIRST NIGHT

OTHER NIGHTS

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