# Anthropophobia v1.1.0 *by Memeing*

Spirit of Ivory

## TOWNSFOLK



### Knight
You start knowing 2 players that are not the Demon.



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



### Investigator
You start knowing that 1 of 2 players is a particular Minion.



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



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



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



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



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



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



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



### Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



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



### Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

## OUTSIDER



### Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



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



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



### Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



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



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



### Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



### Mastermind
If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.

## DEMON



### 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. Magician
5. Poisoner
6. Snake Charmer
7. Damsel
8. Investigator
9. Empath
10. Noble
11. Balloonist
12. Chambermaid
13. Dawn

## FABLED, JINXES & LORIC

### FABLED

**Spirit of Ivory**
There can't be more than 1 extra evil player.

### RECOMMENDED TRAVELLERS

**Bishop**
Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

**Gangster**
Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.

**Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.

**Barista**
Each night, until dusk, 1) a player becomes sober, healthy and gets true info, or 2) their ability works twice. They learn which.

**Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Snake Charmer
4. Po
5. Damsel
6. Ravenkeeper
7. Empath
8. Balloonist
9. Chambermaid
10. 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  **Magician**

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

6  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

7  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

8  **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

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

10  **Noble**
Point to 3 players including one evil player, in no particular order.

11  **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.

12  **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.

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

3  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

4  **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

5  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

6  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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

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  **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.

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