

Persian Paranoia



Noble

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



Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



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 neighbours are evil.



Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Chambermaid

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



King

Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



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.



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Tea Lady

If both your alive neighbours are good, they can't die.



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Sweetheart

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



Golem

You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Mutant

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



Tinker

You might die at any time.



Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



Godfather

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



Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Mezephales

You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Zombuul

Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

TOWNSFOLK

OUTSIDERS
MINIONS

DEMONS





Dusk

Check that all eyes are closed. Some Travellers & Fabled act.



Minion Info

If there are 7 or more players, wake all Minions:
Show the **THIS IS THE DEMON** token. Point to the Demon.



Demon Info

If there are 7 or more players, wake the Demon:
Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



King

Wake the Demon. Show the **THIS PLAYER IS** token and the King token, then point to the King.



Sailor

The Sailor chooses a living player. ●



Lleech

The Lleech chooses a player. ●



Godfather

Show the character tokens of all in-play Outsiders.



Devil's Advocate

The Devil's Advocate chooses a living player. ●



Mezepheles

Show the written word.



Pukka

The Pukka chooses a player. ●



Librarian

Show the Outsider character token. Point to both the **OUTSIDER** and **WRONG** players.



Empath

Give a finger signal.



Clockmaker

Give a finger signal.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, one of these is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head. ●



Noble

Point to all three players marked **KNOW**.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.






















Vizier

Announce the Vizier player to the group.



Dawn

Wait a few seconds. Call for eyes open.

	Dusk	Check that all eyes are closed. Some Travellers & Fabled act.
	Sailor	The Sailor chooses a living player. ●
	Devil's Advocate	The Devil's Advocate chooses a living player. ●
	Mezephelus	If a player is marked with the TURNS EVIL reminder, wake them. Show them the YOU ARE token and a thumbs down. ●
	Imp	The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the YOU ARE token, then show the Imp token.
	Zombuul	If no one died today, the Zombuul chooses a player. ●
	Pukka	The Pukka chooses a player. ● The previously poisoned player dies then becomes healthy. ●
	Lleech	The Lleech chooses a player. ●
	Godfather	If an Outsider died today, the Godfather chooses a player. ●
	Gossip	If the Gossip is due to kill a player, they die. ●
	Sweetheart	If the Sweetheart dies, a player became drunk immediately. If you haven't done this yet, do so now. ●
	Choirboy	If the Demon killed the King, point to the Demon player.
	Tinker	The Tinker might die. ●
	Empath	Give a finger signal.
	Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, one of these is their character.
	Seamstress	The Seamstress might choose 2 players. Nod or shake your head. ●
	King	If the dead outnumber the living, show the character token of an alive player.
	Chambermaid	The Chambermaid chooses 2 living players. Give a finger signal.
	Dawn	Wait a few seconds. Call for eyes open & immediately say who died.