

TOWNSFOLK



Atheist

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



Chef

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



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Empath

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



Fisherman

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



Flowergirl

Each night*, you learn if a Demon voted today.



Gossip

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



Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope

Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Pacifist

Executed good players might not die.



Sailor

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



Savant

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

OUTSIDER



Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Drunk

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



Lunatic

You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Mutant

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



Politician

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

MINION



Vizier

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



Goblin

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



Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Marionette

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



Devil's Advocate

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

DEMON



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.



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.

Quick Reference

Untold Immortality in Persia — by NotChris

FIRST NIGHT

- 1  **D** Dusk
- 2  **M** Minion Info
- 3  **D** Demon Info
- 4  Lunatic
- 5  Sailor
- 6  Marionette
- 7  Leech
- 8  Devil's Advocate
- 9  Chef
- 10  Empath
- 11  Butler
- 12  Cult Leader
- 13  **D** Dawn

FABLED, JINXES & LORIC



Vizier & Politician

The Politician might register as evil to the Vizier.

FABLED



Djinn

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

OTHER NIGHTS

- 1  **D** Dusk
- 2  Sailor
- 3  Innkeeper
- 4  Devil's Advocate
- 5  Scarlet Woman
- 6  Lunatic
- 7  Lycanthrope
- 8  Imp
- 9  Zombuul
- 10  Leech
- 11  Gossip
- 12  Empath
- 13  Flowergirl
- 14  Cult Leader
- 15  Butler
- 16  **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

Untold Immortality in Persia — by NotChris

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		Lunatic If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		Sailor The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
6		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.
7		Lleech The Lleech points to a player. Place the Poisoned reminder token.
8		Devil's Advocate The Devil's Advocate points to a living player. That player survives execution tomorrow.
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		Butler The Butler points to a player. Mark that player as 'Master'.
12		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Untold Immortality in Persia — by NotChris

1		Dusk Start the Night Phase.
2		Sailor The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3		Innkeeper The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4		Devil's Advocate The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
5		Scarlet Woman If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.
6		Lunatic Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.
7		Lycanthrope The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
8		Imp The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.
9		Zombuul If no-one died during the day: The Zombuul points to a player. That player dies.
10		Lleech The Lleech points to a player. That player dies.
11		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
12		Empath Show the finger signal (0, 1, 2) for the number of evil neighbours.
13		Flowergirl Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).
14		Cult Leader If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
15		Butler The Butler points to a player. Mark that player as 'Master'.
16		Dawn Wait for a few seconds. End the Night Phase.