

















# IMPLYING

## Imp-lying - First Night

by Mike

	<b>M</b>	<b>Minion Info</b>	If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.
	<b>D</b>	<b>Demon Info</b>	If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play.
		<b>Carouser</b>	Show the Carouser a character token.
		<b>Lleemp</b>	The Lleemp points to a player. They are poisoned.
		<b>Grandmother</b>	Show the marked character token. Point to the marked player.
		<b>Impressionable</b>	If the Impressionable is targeted by an ability tonight, show the "you were chosen by" card followed by the character token of the character who chose them. Run that character's ability for the Impressionable.
		<b>Make-up Artist</b>	The Make-up Artist chooses a player. They register incorrectly until dusk.
		<b>Devil's Advocate</b>	The Devil's Advocate points to a living player. That player survives execution tomorrow.
		<b>Probe Droid</b>	The Probe Droid points to a player. Put the Probe Droid to sleep. Wake the Demon. Show the Demon the "This Player Is" card and their character token. If the Probe Droid is drunk or poisoned, instead show the Demon an arbitrary character.
		<b>Argos</b>	Argos points at a player. If the chosen player is drunk, poisoned, or the Carouser, give Argos a "yes", otherwise a "no".
		<b>Dreamer</b>	The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
		<b>Lamplighter</b>	Show the Lamplighter the card for "clockwise", "counterclockwise", or "neither".
		<b>Harbinger</b>	*(Place the "Trojan Horse" marker during setup)* Wake the Harbinger and point to the marked player.
		<b>Peacenik</b>	Mark two players with "Survive Execution Once".
		<b>Imposter</b>	If this is the Imposter's first night, replace the character token of one player with a traveler. Show the Imposter the "This player is" card, then the good or evil signal (thumb up or down), and then point to the new Traveler. After waking everyone, announce that the chosen player has become that traveler.
		<b>Dawn</b>	Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.





# Imp-lying - Other Nights

by Mike



## Dusk

Check that all eyes are closed. Some travellers act.



## Impossible

The Impossible either shakes their head no or nods yes.



## Impressionable

If the Impressionable is targeted by an ability tonight, show the "you were chosen by" card followed by the character token of the character who chose them. Run that character's ability for the Impressionable.



## Carouser

If the Carouser was not "mad" that they are a Townsfolk, swap their character with a Townsfolk. The previous Carouser becomes poisoned.



## Make-up Artist

The Make-up Artist chooses a player. They register incorrectly until dusk.



## Clairvoyant

The Clairvoyant points at a role on their sheet other than Clairvoyant. Mark all players with that role 'Protected'.



## Devil's Advocate

The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.



## Probe Droid

The Probe Droid points to a player. Put the Probe Droid to sleep. Wake the Demon. Show the Demon the "This Player Is" card and their character token. If the Probe Droid is drunk or poisoned, instead show the Demon an arbitrary character.



## Fimp Gu

The Fimp Gu points to a player. That player dies. The first time an Fimp Gu kills themselves: Replace the character of 1 alive Outsider with a spare Fimp Gu token. Show the 'You are' card, then the Fimp Gu token.



## Lleemp

The Lleemp points to a player. That player dies. If the Lleemp kills themselves: Replace the character of the player they chose on the first night with a spare Lleemp token. Wake that player and show the 'You are' card, then the Lleemp token.



## Vanillimp

The Vanillimp points to a player. That player dies. If the Vanillimp kills themselves: Replace the character of 1 alive minion with a spare Vanillimp token. Wake that player and show the 'You are' card, then the Vanillimp token.



## Vigormimp

If no one died today: The Vigormimp points to a player. That player dies. The first time a Vigormimp kills themselves: Replace the character of 1 dead Minion with a spare Vigormimp token. Show the 'You are' card, then the Vigormimp token.



## Daredevil

The Daredevil points at a player. If they are the Demon, the Daredevil dies.



## Argos

Argos points at a player. If the chosen player is drunk, poisoned, or the Carouser, give Argos a "yes", otherwise a "no".



## Bird Watcher

If the demon killed the Bird Watcher tonight, show the Bird Watcher the character tokens of their alive neighbors



## Dreamer

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



## Grandmother

If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



## Mortician

Show the Mortician the character token of a dead player.



## Imposter

If this is the Imposter's first night, replace the character token of one player with a traveler. Show the Imposter the "This player is" card, then the good or evil signal (thumb up or down), and then point to the new Traveler. After waking everyone, announce that the chosen player has become that traveler.



## Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.