

IMP-LYING

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by Mike

TOWNSFOLK

Argos

 Each night you may choose a player. You learn whether they are drunk, poisoned, or are the Carouser (but not which).

Dreamer

 Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.

Lamplighter

 You start knowing whether more evil players are seated clockwise from you, counterclockwise from you, or neither.

Icarus

 Each day you may privately ask the storyteller a question. Either they answer truthfully or you become drunk for the rest of the game.

Daredevil

 Each night*, choose a player. If you chose the Demon, you die.

Mortician

 Each night*, if any players are dead, learn a character that belongs to one of them. (but not which player it belongs to)

Bird Watcher

 If the Demon kills you, you learn the characters of your alive neighbors (but not which is which).

Authoritarian

 Each day: if the first player who votes is a Townsfolk, they become drunk until dawn.

Harbinger

 One player secretly gains the ability "If the Demon is killed by execution, evil wins". You start knowing which one.

Carouser

 On your first night, learn a character. You are "mad" that you are that character or tonight you might swap characters (but not alignment) with a Townsfolk and become poisoned. Even while dead.

Devil's Advocate

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

Fimp Gu

 Each night*, choose a player: they die. The first time a Fimp Gu kills themselves this way, an alive Outsider becomes an evil Fimp Gu. [+1 Outsider]

Lleemp

 On the first night, choose a player: they are poisoned. Each night*, choose a player: they die. The first time a Lleemp kills themselves this way, the player a Lleemp poisoned on the first night becomes an evil Lleemp.

Impasse

 When a nominated player gets the same number of votes as the day's previous best vote, you may publicly choose a player. They are executed.

Impatient

 Once per game, during the day after at least one vote has finished (successful or not), you may publicly say "the day is over" to end the current day. Any in-progress nomination or vote is cancelled and any player who was about to about to die from a successful vote is executed.

Impeccable

 You get the opportunity to make the first nomination each day. If the vote succeeds, the nominated player is immediately executed.

Impervious

 You cannot be exiled.

OUTSIDERS

MINIONS

DEMONS

TRAVELERS



Clairvoyant

 Each night* choose a role other than Clairvoyant. The Demon's ability has no effect on that character tonight.



Gladiator

 Once each day after the call for nominations, you may publicly challenge another alive player. The first time a player accepts your challenge: if they are a Townsfolk, they are executed.



Bailiff

 Any player you nominate cannot die until dawn, except by execution.



Ethicist

 Each day: if the first player who votes is evil, they become drunk until dawn.



Anointed One

 During the day: if your death causes evil to win, good wins instead.



Grandmother

 You start knowing a good player & their character. If the Demon kills them, you die too.



Make-up Artist

 Each night, choose a player you did not choose last night. Until dusk, that player's character and/or alignment might register incorrectly.



Peacenik

 Two players are chosen by the Storyteller. The first time each of those players dies from execution, they don't.



Probe Droid

 Each night, choose a player. The Demon learns their character. If you are drunk or poisoned, the Demon learns an arbitrary character.



Stinger

 When you are executed, your alive, Townsfolk neighbors become poisoned (permanently).



Vanillimp

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



Vigormimp

 Each night*, choose a player: they die. The first time a Vigormimp kills themselves this way, a dead Minion becomes an evil Vigormimp and resurfaces, but registers as dead. [-1 Outsider]



Impossible

 Once per game, at night*: Cause all living players to lose their abilities until dusk, and dead players to regain their ability until dusk.



Imposter

 On your first night, you learn one player's alignment. At dawn, that player becomes a Traveler. (They do not change alignment.)



Impoverished

 You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment.



Impractical

 When the Demon kills a player (including themselves) they instead become a Traveler. (Their alignment does not change.) Abilities Trigger as though the death still occurred.



Impressionable

 When you are chosen with an ability at night, you may also use that ability, even if you died or became drunk or poisoned from it.