

IMP LYING

Imp-lying
by Mike

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

TRAVELERS



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.



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.