



Day By Day

by Imze & Nexus

TOWNSFOLK



Coroner

You start knowing the highest amount of steps between two non-Townfolk (non-Traveller) players.



Cimlaaq

Each night, learn 3 players: tomorrow, you may name a statement about them to the Storyteller. If false, you lose your ability.



Astrologist

Each night, choose a Townfolk character (different from before): gain their ability until dusk. You are drunk on odd or even nights.



Constable

Each night, choose player (not you or your alive neighbours): learn their alignment. If an alive neighbour of yours is evil, it's false.



Cherry Picker

Each night*, you may choose a player. Chosen Townfolk become not-in-play Outsiders. [+0 or +1 Outsider]



Medium

Each night*, swap characters & alignments with the Demon (choices & state persist). Demons don't learn Minions, & vice versa, until you die.



Ravager

Each night*, you may name a Townfolk character: they die. If out of play or dead, you die.

OUTSIDERS



Phantasm

You think you're a Townfolk &, if 2 Phantasms live, have their ability. The 1st Townfolk you nominate becomes a Phantasm.



Witness

2 characters might falsely appear as in-play & belonging to 1 player, even if dead. If you die at night, learn the characters

MINIONS



Foxglove

Each night, choose 1 or 2 characters: they are poisoned until dusk. If you chose 2, the Demon is poisoned until dusk.



Manipulator

On days you or a good player was publicly "mad" they were their character, wins & losses are reversed. Each night*, you may die.

DEMONS



Festerwood

Each night*, choose a player: until dusk, they're poisoned & register as you; another dies. All learn if you choose a player but the 1st.



Logos Dei

Each night, choose 2 players: they die next night. Each player may once privately guess 1 of them, if correct: they don't die.

FABLED



Lady Justice

A Traveller is announced as drunk. Each following day, the next clockwise Traveller is drunk and the previous is sober.

TRAVELLERS



Coup Caller

When a player is nominated, you may make a public statement. The 1st time it's true and they'd be executed, they aren't.



Secretary

Once per game, at night, choose a player: their abilities turn into others from the same character type until you die or travel out.



Paramour

Dead players may spend their vote token to make a nomination: dead players may vote on it without spending their vote token.



Beldam

Each night*, learn a character neighbouring the player that died by execution today.



Poetaster

Each day, guess a player as a Minion to the Storyteller. If a player you correctly guessed is executed & dies, your team wins.



Fashionista

Each day, you may learn a statement from the Storyteller that was at some point true, but is currently false.



Benefactor

Each day, you may visit the Storyteller to learn who they believe is currently the least important alive player.



Muskeeter

Once per game, at night*, choose 2 other players: if the Demon chooses the 1st, you learn them. The Demon learns your choices (at random).



Violinist

If an evil player kills you, until the end of next night, all evil players are drunk.



Rebellion

1 Townfolk is drunk, even if you're dead. If you nominate the demon, you lose your ability.



Vacillator

On your 1st night, choose your alignment. Each night*, swap alignments, even if dead.



Orator

Each day, name a law & day to the Storyteller. If accepted, a consequence is chosen & it's publicly active that day onwards.



Corrupted

The game can't end (wins are tallied). Each day, if no one alive or a Demon (once) was executed today, evil wins too. [-1 Outsider]



Fellowfolk

You know an in-play Townfolk: if killed by execution, you choose 2 players then on. Each night*, choose a player: they die.



Unazoth

Each night*, choose 2 players: the 1st dies. If you chose all living Townfolk, everyone learns this & evil wins at dusk. [1 Outsider]