



# Day By Day

by Imze & Nexus

TOWNSFOLK

**Coroner**

You start knowing the highest amount of steps between two non-Townsfolk (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 Townsfolk 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 Townsfolk 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 Townsfolk character: they die. If out of play or dead, you die.

OUTSIDERS

**Phantasm**

You think you're a Townsfolk &, if 2 Phantasms live, have their ability. The 1st Townsfolk 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.

TRAVELERS

**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 Townsfolk 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 Townsfolk: 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 Townsfolk, everyone learns this & evil wins at dusk. [1 Outsider]

**Fanatic**

Each night\*, if all day you were "mad" that all other players are cats, learn 2 effects: choose which occurs. All learn it.

**Framer**

Each night, choose an alive player: you might swap characters. The starting Framer swaps characters with the current to travel out, even if dead.