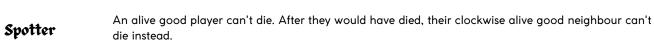


Each night, choose 3 players, you learn if exactly 1 is evil. Technician Each night, choose a player & guess their good character: if correct, they die before dusk. Driller Geologist Each night, choose 2 players: you learn 1 of them that is good. If both are evil, this info is arbitrary Each night*, if one of your alive neighbours died since dawn, you learn an evil player. Overman Each night*, you learn a character which would've died but didn't since dawn or that none did. Metallurgist Each night*, you learn the character you nominated today. If an evil player died since dawn, this info Prospector is arbitrary. Once per game, at night, choose a player: you learn & gain their ability. If they are evil, you are Storeman Once per game, during the day, publicly choose 2 players: if 1 dies, the other does too. Demolitionist Once per game, during the day, publicly choose up to 2 players: if all are good, the 1st time each dies, Panner they don't. Once per game, at night, choose up to 3 characters: you learn how many neighbour a Demon. Lapidary You can't die while a Minion lives. Deputy If one of your alive neighbours would die, another player might die instead. Surveyor





Conservationist Once per game, if a player would die, they don't & another might die instead.



1 of the Demon's alive Townsfolk neighbours is drunk. Moonshiner



If an evil player is executed, tonight, they may guess you: if correct, a player dies before dusk.



2 players can't register as their alignment or character to Townsfolk. If you die, tonight, learn them. Counterfeiter



Skinwalker

Gargoyle

Wraith

Roamer

You know a good player. Each night, choose a character & alignment you both register as to Townsfolk until you choose again.



Each night, choose a player: players & characters of their alignment they learn, choose or nominate until dusk might die before dusk.



You start knowing the in-play Characters. The 1st night no Outsiders live, choose a character: they



are poisoned. [-1 to +1 Outsider]



You cannot die by execution. Before the final night, the 1st Vessel may (once), choose a player to swap characters.





Chorus





Vurm



Each night*, choose a player: they die. Your alive neighbours might die at any time.

Each night, you learn 3 players & their characters. Each night∗, choose a player: they die.

Each night*, choose a player: they die. You can't die to executions by Townsfolk, except if 3 players live. [+1 Outsider]



Dusk

































Fabled



R

Forge

Each night, the Demon might learn this & have the ability "Each night, choose a player: they are poisoned until dusk." instead of their own until dusk.

Travellers



Appraiser

Each day, you may publicly choose 2 players: today, they may only vote if both agree & can't vote for each other.



Greenhorn

On your 1st night, you learn & gain a Townsfolk ability.



Debt Collector

Players may make deals with you. If a party who hasn't broken it catches the other breaking it, the breaker dies.



Adversary



You and the other Adversary have the same ability. On your 1st day, you learn a part of it. If one dies, the other does too. [2 opposing Adversaries]



Brawler

You may nominate any number of times & players who have already been nominated. Players you nominate might be drunk until dawn.



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Lapidary



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overman



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Driller



Technician



Counterfeiter



Demolitionist



Kakshasa

Roamer



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Chorus



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Wraith



Gargoyle



Skinwalker



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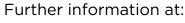


Porge



Dusk





https://github.com/PowerofMoll/Digging-Deep---A-fancreation-to-Blood-on-the-Clocktower/tree/main