

Technician

Each night, choose 2 players: you learn the character type of 1 of them.



Deputy

Each night, choose a player: their opposing neighbours can't die until dusk.



Driller

Each night, choose a player & guess their good character: if correct, they die before dusk.



Geologist

Each night, choose 2 players: you learn 1 of them that is good. If both are evil, this info is arbitrary.



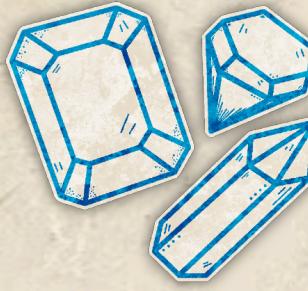
Metallurgist

Each night*, you learn a character which would've died but didn't since dawn or that none did.



Prospector

Each night*, you learn the character you nominated today. If an evil player died since dawn, this info is arbitrary.



Lapidary

On your 1st day, you may visit the Storyteller to privately learn the order of character types of some neighbouring players.



Conservationist

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



Moonshiner

1 of the Demon's alive good neighbours is drunk.



Skinwalker

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



Gargoyle

Each night, choose a player: players they nominate tomorrow might die before dusk.



Chorus

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



Wurm

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

Digging Deep



Demolitionist

Once per game, during the day, publicly choose 2 players: if 1 dies, the other does too.



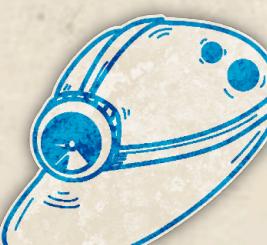
Storeman

Once per game, at night, choose a player: you learn & gain their ability. If they are evil, you are poisoned.



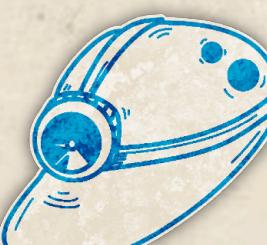
Overman

If you die, tonight, learn a good player per night.



Surveyor

If one of your alive neighbours would die, another player might die instead.



Spotter

An alive good player can't die. After they would have died, their clockwise alive good neighbour can't die instead.



Panner

When you learn that you died, publicly choose 2 players: if both are good, the 1st time each dies, they don't.



Roamer

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



Counterfeiter

2 players can't register as their alignment or character to Townsfolk. If you die, tonight, guess them per night: learn correct guesses.



Wraith

The 1st night no Outsiders live, choose 2 player: they are poisoned. [-1 or +1 Outsider]



Vessel

Evil players (not Travellers) who nominate you swap characters with you, unless 3 players live. You can't die.



Rakshasa

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



Palingenesi

Each night*, choose a player: they die. 1 alive player knows you are in play. If you die, they become an evil Palingenesi. [-1 Minion]



First Night:

Tonight, wake the Adversary as their ability would.

Adversary



Greenhorn

Show a Townsfolk token. Tonight, wake the Greenhorn as the character they learned would.



Demon Info

You may show the Demon the "This Character Selected You" info card then the Forge. If so, the Demon points to a player.



Wraith

If no Outsiders live, the Wraith points at 2 players: mark them poisoned.



Minion Info

Forge



Point at a good player. The Skinwalker points at a character on their script.

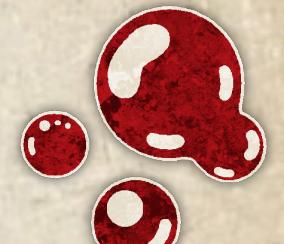


Skinwalker



Gargoyle

The Gargoyle points at a player.



Wake a good player. Show the 'These characters are in play' card, then the Palingensi character token.

Palingenesi



Chorus

3 times: point to a player and show their character token.



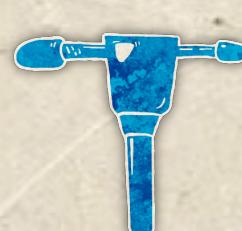
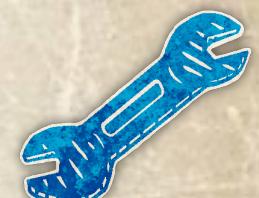
Deputy

The Deputy points at a player.

Storeman

The Technician points at 2 players. Give a finger signal for 1 of their character types. (1 - Townsfolk, 2 - Outsider...)

Technician



Driller

The Driller points to a player, and a character on their sheet.



Dawn

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.



Greenhorn

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



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]



Appraiser

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



Debt Collector

Players may privately make promises to you. Players you catch breaking them: die.



Brawler

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



Other Nights:

Tonight, wake the Adversary as their ability would.



Adversary



Greenhorn

Tonight, wake the Greenhorn as the character they learned would.

You may show the Demon the **This Character Selected You** info card then the Forge. If so, the Demon points to a player.

Forge



Wraith

If no Outsiders live, the Wraith points at 2 players: mark them poisoned.



Point at a good player. The Skinwalker points at a character on their script.

Skinwalker



Gargoyle

The Gargoyle points at a player.



If the Storeman has not yet used their ability: the Storeman either shows a 'no' head signal, or points to a player. If the Storeman chose a player, show them that players character token.

Storeman



Deputy

The Deputy points at a player.

3 times: point to a player and show their character token. The Chorus points to a player. That player dies.

Chorus

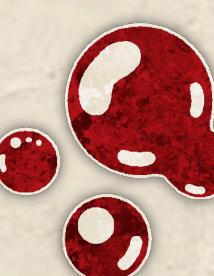


Wurm

The Wurm points to a player. That player dies.

The Rakshasa points to a player. That player dies.

Rakshasa



Palingenesi

If no alive player know the Palingenesi is in play: wake a good player. Show the 'These characters are in play' card, then the Palingensi character token. The Palingenesi points to a player. That player dies.

Roamer



Demolitionist

If one of the players the Demolitionist chose died tonight, the other dies too.

If the Overman died today or tonight: wake them. For each night in the game, point at a good player.

Overman



Counterfeiter

If the Counterfeiter died today or tonight: wake them. For each night in the game, they point at 2 players: if they point at a player marked "Fake", give the 'yes' head signal and point at them.

Technician



The Technician points at 2 players. Give a finger signal for 1 of their character types. (1 - Townsfolk, 2 - Outsider...)

Driller

The Driller points to a player, and a character on their sheet.



The Geologist points at 2 players. Point at the one of them that is good.

Geologist



Metallurgist

Show a token marked "Prevented"

If the Prospector nominated yesterday: show the character token of the player they nominated yesterday.

Prospector



Dawn