

Digging Deep

v 3.2 by Moll

Townfolk



Technician

Each night, you learn a player with exactly 1 evil neighbour.



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



Overman

Each night*, if the dead outnumber the living, you learn an evil player.



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.



Storeman

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



Demolitionist

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



Panner

Once per game, during the day, publicly choose up to 2 players: if all are good, the 1st time each dies, they don't.



Lapidary

Once per game, you may visit the Storyteller & privately choose a character type, you learn some of their neighbours character types.



Deputy

You can't die while a Minion lives.



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.

Outsider



Conservationist

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



Moonshtiner

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



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 Townfolk. If you die, tonight, learn them.

Minion



Skinwalker

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



Gargoyle

Each night, choose a player: players they nominate tomorrow might die before the following dawn.



Wraith

You start knowing the in-play Characters. The 1st night no Outsiders live, choose a character: they are poisoned. [-1 to +1 Outsider]



Vessel

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

Demon



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.



Rakshasa

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

* Not The First Night



Dusk



Forge



Adversary



Greenhorn



Minion Info



Demon Info



Skinwalker



Gargoyle



Wraith



Vessel



Storeman



Chorus



Technician



Driller



Geologist



Dawn

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Fabled



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



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.



Dawn



Prospector



Metalurgist



Overman



Geologist



Driller



Technician



Counterfeiter



Demonitionist



Roamer



Rakshasa



Wurm



Chorus



Storeman



Vessel



Wraith



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Adversary



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Further information at:

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