

All Hat And No Cattle

 **Sweep:** You start knowing the length of the longest row of neighbouring townsfolk.

 **Vizier:** Each night*, choose a dead player. You learn the first word of their ability.

 **Stargazer:** Each day*, visit the storyteller and answer a yes/no question. In return you receive a piece of information, which is true if you answered correctly.

 **Sorting Hat:** On your first day, publicly choose 4 players (not yourself). At night you learn how many different character types they were.

 **Messenger:** Once per game, at night, choose an alive player (not yourself). They are woken and asked to choose a character. That character wakes to learn that the Messenger is in play.

 **Satirist:** The first time you are chosen at night by an evil character (not travelers), you learn which. Their ability is redirected (without warning) at a new target of your choice.

 **Guard:** Any player (not yourself) who votes when you are nominated cannot die tonight, and one is drunk tonight.

 **Brewer:** You think you are a different character. One of your neighbours cannot die, the other is drunk.

 **Man Friday:** If a player is nominated and executed and you did not vote on their nomination, something bad might happen to your team. You survive execution.

 **Hypnotist:** Each night, choose a player (different to last night). You learn their character and control any choices they make tonight. (They learn these choices.)

 **Bazooka:** On your first night, choose clockwise or anticlockwise. Twice per game, at night*, along neighbouring alive players in that direction, choose if the furthest from you dies.

 **Runculus:** Each night*, choose a player to die. One of your minions has a non-listed (minion) role. A good player might learn which non-listed role is in play, if so the minion learns who.

 **Lumpus:** You see the Grimoire on your first night. Each night*, choose a neighbour of an already dead player to die, even if they might have survived for some reason. (Or anyone if all players live.)

 **Understudy:** Each night, choose a good character. If you choose a demon bluff you become drunk. You learn if this character is in play.

 **Husk:** Each night*, you learn how many players were chosen by character abilities tonight (counted with multiplicity).

 **Gatekeeper:** On your first day, visit the storyteller and choose two characters. When either dies, you wake at night to learn that one (or both) died.

 **Potato:** Once per game, at night, choose a player. If you choose a player of the same alignment or a demon, nothing happens. Otherwise, swap characters.

 **Messiah:** Once per game, when you are dead, if you are executed you come back to life.

 **Hermit:** If only one good player is left alive, you learn the demon bluffs before you wake.

 **Apatheist:** When a good player is targeted by an evil players ability, the ability malfunctions. Instead, the good player aligns with and learns the evil player; even if you are drunk or dead. [There are two evil teams.]

 **Tempest:** You might start evil. If you die at night, choose a player (not yourself). You switch to their alignment and then die.

 **Lemming:** If a Lemming dies, so do all other Lemmings. When Lemmings die, a dead minion regains their ability.

 **Vulture:** Each night, if there were more dead than living players at dusk, choose a dead player, their ghost vote is removed.

 **Siren:** Each time you are nominated by an opposing player, they become drunk, even if you are dead.

 **Cotillion:** Each night*, either: choose a player to become a Lemming, or choose a player to die. [+0 or +1 outsiders]

 **Hox:** Each night*, choose a player to die. If you choose yourself then (after your death) a good player turns into an evil Hox and you become good. You don't learn bluffs or minions. Minions know (only) you and learn bluffs. [+1 minion]



Pollster: When you are nominated, or your exile is called for, visit the storyteller privately and choose a number. If exactly that many players vote, you win.



Jailer: Each night*, choose a player, they are placed on the block at dawn.



Triffid: On a tied nomination vote, both (or more) players are placed on the block. If so, at the end of the day, you choose if they are (all) executed.

First Night

Tempest: They learn their alignment.
Hypnotist: Ability (each night)
Bazooka: Choose clockwise/anticlockwise.
Lumpus: Show the Grimoire.
Sweep: Ability (first night).
Messenger: Ability (once per game)
Potato: Ability (once per game)
Understudy: Ability (each night).

Other Night

Guard: Mark protected players.
Man Friday: Mark if something bad could happen tonight.
Hypnotist: Ability (each night)
Vulture: Ability (each night*).
Bazooka: Ability (each night*).
Runculus: Ability (each night*).
Cotillion: Ability (each night*).
Lumpus: Ability (each night*).
Hox: Ability (each night*).
Potato: Ability (once per game).
Messenger: Ability (once per game).
Understudy: Ability (each night*).
Vizier: Ability (each night*).
Jailer: Ability (each night*).
Gatekeeper: If one/both of their picks died since last night, tell them this.
Sorting Hat: Return character type count (night 2).
Hermit: If they are the only good player alive, tell them the demon bluffs.
Husk: Ability (each night*).