

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 opposing player, their ability malfunctions. The effect 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. Once per game, at night*, along neighbouring alive players in that direction, choose if the furthest two from you die. The demon is drunk that night.

 **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. (Choose 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 and cannot die tonight.

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

 **Apatheist:** When a good player is chosen at night by an evil player's ability, it 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 might regain their ability for one day and night.

 **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.

 **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 Outsider/Minion]



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



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.



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

First Night

Tempest: They learn their alignment.
Hypnotist: Ability - each night.
Bazooka: Choose clockwise/anticlockwise.
Lumpus: They see 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 & drunk 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*.