

# All Hat And No Cattle

TOWNSFOLK



**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 or travelers). 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 choice is redirected (without warning) at a new player of your choice.



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



**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 good characters. When either dies, you wake at night to learn that one (or both) died.



**Potato:** Once per game, at night, choose a player (not travelers). If you choose a player of the same alignment or a demon, nothing happens. Otherwise, swap characters.



**Messiah:** If you are executed whilst dead, at night you come back to life as a good character of your choice.



**Hermit:** If only one good player is alive at dawn, you may nominate twice today.

OUTSIDER



**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.



**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.

MINION



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



**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.



**Nightmare:** Each night\*, choose a player. If they would wake due to their own ability tonight, they don't. The first townsfolk who you prevent from waking dies. [+1 or -1 Outsider]



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

DEMON



**Runculus:** Each night\*, choose a player to die. One of your minions is a non-listed (minion) role. A good player might learn from which script.



**Cotillion:** Each night\*, either: choose a player to become a Lemming, or choose a player to die.



**Lumpus:** Each night\*, see the Grimoire and choose a player to die, even if they might have survived for some reason. After your first kill, your target must neighbour a dead player.



**Hox:** Each night\*, choose a player to die. If you self-kill, and the living outnumber the dead, then minions choose a new evil hox and you become good. You don't learn bluffs or minions. Minions know you and learn bluffs.



**Pollster:** When your exile is called for, visit the storyteller privately and choose a number. If exactly that many players vote, everyone who voted dies.



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



**Triffid:** On a tied nomination vote, two (or more) players are placed on the block. If so, at the end of the day, you choose which one of them is executed.

### 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

**Man Friday:** Mark if something bad could happen tonight.

**Messiah:** If executed whilst dead, wake for new character choice.

**Guard:** Mark protected & drunk players.

**Hypnotist:** Ability - each night.

**Nightmare:** 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\*.