## All Hat And No Cattle



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



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



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



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



**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.



**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.



**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.



**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.



**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.



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



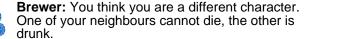
**Satirist:** The first time you are chosen at night by an opposing player, their ability malfunctions; the choice is redirected (without warning) at a new player of your choice.



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



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





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



**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.



**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.



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



**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]



**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.



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



**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.

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\*.

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

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\*.