

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 learn this and 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.

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*.