

# 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.



**Guardian:** Each night\*, choose a player. If they die tonight, instead they live and you become drunk.



**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.



**Enchanter:** If a player targets the Enchanter, they become enchanted until targeted by another player. Enchanted players register as the Enchanter.



**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:** If 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.



**Hox:** Each night\*, choose a player to die. Once per game, instead, choose to kill all players who were on the block today.



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



**Lumpus:** Each night\*, 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.



**Pollster:** When your exile is called for, visit the storyteller privately and choose a number. If exactly that many players vote (not including you) everyone who voted dies.



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



**Guard:** Other players who voted on your exile today cannot die tonight (if you are not exiled), and one is drunk tonight.



**Triffid:** On a tied nomination vote, two (or more) players are placed on the block. 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\*.