














## CAHOOTS . . . by Gatorcat


TOWNSFOLK	
 <b>Empath</b>	Each night, you learn how many of your 2 alive neighbours are evil.
 <b>Exorcist</b>	Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.
 <b>Savant</b>	Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
 <b>Seamstress</b>	Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.
 <b>Soldier</b>	You are safe from the Demon.
 <b>Pacifist</b>	Executed good players might not die.

OUTSIDERS	
 <b>Butler</b>	Each night, choose a player (not yourself): tomorrow, if you vote and they do not, your team loses.
 <b>Sweetheart</b>	When you die, 1 player is drunk from now on.

MINIONS	
 <b>Poisoner</b>	Each night, choose a player: they are poisoned tonight and tomorrow day.
 <b>Psychopath</b>	Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.







DEMONS	
 <b>Kazali</b>	Each night*, choose a player: they die. [You choose which players are Minions. -? to +? Outsiders]



\* \* \*



FABLED	
 <b>Toymaker</b>	The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.




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-  Dusk
-  Kazali
-  Minion info
-  Demon info
-  Poisoner
-  Empath
-  Butler
-  Seamstress
-  Dawn

# FIRST NIGHT



-  Dusk
-  Toymaker
-  Poisoner
-  Exorcist
-  Kazali
-  Sweetheart
-  Empath
-  Seamstress
-  Butler
-  Dawn

# OTHER NIGHTS



-  Dusk
-  Kazali
-  Minion info
-  Demon info
-  Poisoner
-  Empath
-  Butler
-  Seamstress
-  Dawn

# FIRST NIGHT



-  Dusk
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# OTHER NIGHTS

