









CAHOOTS

... by Gatorcat



TOWNSFOLK

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


OUTSIDERS

	Butler	Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.
	Sweetheart	When you die, 1 player is drunk from now on.

MINIONS


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

DEMONS

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

	Toymaker	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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*Not the first Night

	Dusk
	Kazali
	Minion info
	Demon info
	Poisoner
	Empath
	Butler
	Seamstress
	Dawn

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