

Welcome! You are members of the **Hutt!!** Every night you can gather in this hut and plan on how to coordinate your scuminess!!!

Visovics - GM

GhostofNobodyInParticular -Cult Leader

TheToad -Encryptor DEAD

PodRacer -Fisherman

Chat open

Alrighty Toad. I'm going to be gone for most of the day, but I wanted to get some thoughts out. What is your claim? I take it's not fisherman? You Who do you think we should go for? I die if I target scum, so. . . maybe Mad? Or Cninja? They both seem confirmed town at this point.

Well my fake claim Vis provided was fisherman... exactly as Mad and Ninjas so that's not going to work... i was thinking about going the cowardly reporter route... throw some cantina musician as flavor... I leave for the night or stick around and be a watcher

Maybe. . . but I think as Truth said, Fisherman is likely the Vanilla of this game. It might not be as far fetched as it seems. I'm thinking of sticking with it as my fake claim. On to other matters - who should we infect? Mad or CNinja? Unless they are using the same fakes we are, they're town. Do you think there is also scum? Or are we it? If I die targeting scum, there must be, I guess. . .

Does your Pm specifically say scum... I'm thinking we might not be the only cult... the intro says cartels

Nah, I asked if I die targeting scum and the response was yes. it could be an SK. Oh! Good point. Multi-cults. . . nasty. So what happens if I'm targetted? :) Am I converted, or do they die? Also, those I convert retain their abilities, which is nice.

That's good... I'm just worried that converting either Mad or Ninja is a bad idea cause they already got a lot of heat on them

Wow though - we could have no night kills! Yeah. . . but they are the closest we have to confirmed Town. . . who else would you go for? Dras? He's not said much. Pod? Also not much to go on. . . Cal is doing his scummarining of last game. . . Broba is tough to get a read on.

Pod is too risky... he could be popped at any time... what's your thoughts on Gink?

Hmm. . . maybe. . . it's always tough to determine his alignment. No votes on him, so that's something. . . I dunno, it may be good, but he's always tough to tell. . .

What are your reads on everybody else? Let's make a list of those we think are safe to convert, in order from most safe to least, and see where we stand.

For me, it's:

Mad

CNinja

Gink

Broba

ImpCap

JJ

Pod

Dras

. . . after that, everything gets jumbled.

JJ

Ninja

Mad

You are convinced JJ is safe? He might be a better bet, as people seem to have taken him being town as a given.

Yea I read him as town, and so does everyone else ATM

Alright then. . . he may be the safest bet. . . I'll target him. Hopefully you don't die if I do. . .

Do you want me to use one of my encrypts?

Um. . . I dunno. It may be useful - if one of us is to die, at least we can communicate our thoughts beforehand. . . and JJ can get acquainted with us - sure, why not? At least we can chat with JJ. I'm sending my PM now too. . . and I gotta go.

Alrighty I'll pm Vis

Me too it's 2am in the states

Hopefully JJ isn't scum...

You guys are quick...

Hey Nippy I'm up now so if there's anything else you want to discuss.

You were catching a little heat towards the end there luckily Ovi cast his vote AFTER you said you were out and it gained no traction

I think you need to make sure your not lurking too much

I'm thinking D2 is going to be really short... I would have preferred a townie lynch because that helps our numbers but the sheer chaos that will be created by the no lynch might actually be better for us

And this fisherman thing is damned peculiar... are all of the townies fishermen? Things will get really chancey we'll have one shot cops, watchers, and trackers all over the place...

Yeah, a bunch of fishermen is implied, but Broba said he has nothing to do with the sea. . .

The heat I think was over my long post, which is uncharacteristic of me. However, it was at the specific request of Imp Cap, so I think I may be able to pass it off for that - i.e. the truth. We'll see. At least JJ will be on our side now, and he was the one who started that. Unless he's scum, in which case I'm dead and it doesn't matter. :)

As long as JJ isn't scum we are in a good place... the town is gonna be in chaos and I don't think anybody is going to expect back to back cult games. I really hope there is a scum element though... no scum kill will put some pressure on us

Yeah. . . then again scum kills would also put pressure on us :) Anyways, yeah if JJ doesn't kill me/us, we should be good, at least for tomorrow.

Also, before you start commenting on breadcrumbs, claims, etc, let's see what JJ is, and if he can give us some pointers. Also make sure you have a good fake claim ready, if you're not going to use the one provided. At least JJ won't lose his ability, so even if he's a fisherman, he can 1-shot doc protect us, or 1-shot scope out a viable target, etc.

Yea I'm working on a different claim, I'll wait to see what JJ is before I decide though

**Recruiting only comes in effect at end of night just in case
And this one failed... you are still 2 in here**

Holy cow. I didn't know they could fail. What could cause that (if you're 'allowed' to say)? I'm guessing you aren't. Toad? Any thoughts?

Hey, at least I didn't die. My PM said I saw something that warned me against doing anything. . . what do you think? Could he have a trap? Could he be a cult leader?

What exactly did your pm say?... It is alright to quote it in scum chat right?

Alright Nippy, what's our game plan?

Erm. I don't think it's ok to quote pms even here (everybody else so far has dissuaded it). I shall therefore paraphrase. I approached JJ, whom I thought was an easy target, but noticed a detail that could have made the whole plan crumble. I therefore turned around and left before it was compromised. . . so I'm thinking he has some ability other than normal townie. If I die visiting scum, he can't be a generic scum. If he was

town, there must be a town role that is resistant to cult - I'll look it up. Otherwise, he must be cult himself, maybe even a leader.

I think for now our plan should be to watch. Obviously we must be active (act normal, really) and try voting for legitimate threats, and don't try to frame anybody. Brobafett is acting weird, and Norell is also being so though I don't think it's worth voting him yet. Try not to appear opportunistic in your votes, but if we wait too long to vote, it may seem like that's what we are, so if we can't find somebody legitimately scummy enough to vote for, I guess the best argument is to go for the person with the most current votes due to not wanting a no-vote two days in a row.

I agree...^

The JJ thing is confusing, I'm not sure if any role can outright resist a cult recruiting... my gut says he's cult... probably a leader... but why did he come out guns a blazing yesterday... not a cult move.

And if there is another cult that means they most likely have 3 people... I don't think there's is a scum faction... 2 cults and town

I am inclined to agree with you. He's gotta be a cultist, likely a leader. . . bummer eh? I think he came out guns blazing because everybody wrote him off as town because of that. It was a gamble that paid off. I asked Vis if I'm a weak improved leader to verify my position, and whether or not you cultists suicide if I die, and am waiting for a response. I'll let you know if it reveals any further info.

I'm looking at anti-cult roles, and one is a beauty:
Deprogrammer, who reverts Cult to their original role

Judas is odd - when he should have died, he converts to the mafia's side. . . I don't see how this fits with JJ, as he wouldn't have been killed, and there was no night kill, but maybe he's a modified Judas? It's opposite is Saulus - first anti-town, then town. Maybe we accidentally converted JJ to town? This role is unlikely, of course, but I'm just throwing out any random potential explanation.

There's also the Psychologist role, but that wouldn't make sense for JJ.

There could also be Mentors/Mentees, a sort of mafiacult. The mentor recruits somebody at night, and so long as there is a Mentee alive, the Mentor can also night-kill. It's sort of a more acceptable cult. If people start turning up dead tomorrow night, this may be in effect.

There's also zombie lord, who's a role-blocking cult leader, essentially, but I doubt this is present.

As of now, I'm inclined to think of the game state being town v cult v cult - probably hutts and black sun.

I also gotta go for a little while, but shall return before this day is over, and likely within a few minutes

Yea my guts telling me he's cult... and the fact that you started with me in the cult reinforces the multi cult no scum theory... the problem with JJ being cult is he has a pretty much free pass at laying low... that's why I wanted him with us... hopefully he'll just get turboed lol

We can but hope. . . or we recruit a fisherman with a gun.

Also, Vis just got back to me - I die if I target scum, recruited players keep their roles, and if I die the longest living cult member becomes Cult Leader in my place. The fact that that last one is in place makes our cult nearly impossible to wipe out, which I think means that it is unlikely that that is the intent of the game. As such, multiple cults is likely the correct theory, the evidence keeps building.

Off topic and random, but have you ever had that urge to point out somebody's fallacy by revealing your role when it's detrimental to do so? Like when CNinja said he believes Mad cause the claim fits his own, I had the urge to say 'yeah but that doesn't mean anything - it fits mine, and I'm scum!' - ya know?

I hear ya... it fits mine too lol

If I get nabbed over that stupid hunger games slip I'm quitting this game lol

I swear Pod is a friggen savant at this game...

His ability to detect scum is remarkable, especially when they are acting normal. It is very odd. Fortunately, in spite of all evidence, folks still don't believe him. Yeah, if you die because of that, it would suck. It was, however, a rather drastic slip.

I am so confused. What the fudge happened? Norell burst into flames and Gink dies? **Gink burst into flames, bad english sorry :P** So why did Gink die? What did Norell do to him? **Classified... Norell's action killed Gink by bursting him into flames, that's all I can say**
OK. Thanks for that at least.

Toad? What do you think about recruiting Norell? Would people still vote him after this? Maybe Mad or CNinja?

Are we sure they're gonna believe Norell is town? I assume he used a night action to place explosives... or it's a day vig... I think it will be easy for a scum push against

him... or a cult push... he'll either crack and get lynched or will come out the golden child... if we're gonna turn him we gotta do it now and hope he brings a solid defense for killing Gink... it's a big risk big reward situation

I'm afraid that they're gonna come down hard on Norell... he killed Gink out of the blue and then said that his reason was he wasn't going to have time to play and thought he was going to get lynched anyway...

I'm looking through the wiki and Norell might be an Arsonist...flavored towards bombs rather than fire... now that I think of it there was no bomb... Gink burst into flames... Norell is an arsonist 3rd party and will most likely get strung up so... I'd say don't recruit him...

My thoughts on Ninja or Mad... I think Ninja is the safer of the two... when Mad claimed Ninja backed him up by claiming... this was before the 1st night so it wasn't a coordinated act... if Ninja was scum I doubt he'd stick his neck out for Mad

So if we're going with one of those 2 I'd say go with Ninja

I'm also worried that if JJ is cult leader he's turned Mad... it's what I would've done

I'd say Truthi and Broba are okay choices ovino too

I'd stay away from Imp Cap and Oni

Let's take our time with this I think I'm going to save the last encrypt...

@Vis Assuming there is another cult... what happens if Nippy tries to recruit a cult member... is it like recruiting scum? **The recruitment fails. If he recruits mafia he'll die** ...so it's looking like JJ is in fact cult then

And heads up Nippy I'll be going out of town tonihgt and won't be back until late Sunday night I'll try to pop in but my parents live in a cell phone dead zone

OK. . . So CNinja or Mad - what are the odds that JJ got 1, and is now going for the other?

I wouldn't be surprised if he got Mad last night and is getting CNinja tonight. . . What happens if two leaders try recruiting the same guy?

I am therefore more inclined to go for Truth or Broba. . . maybe Truthi more of the two, he's considered solid. Thoughts? If I don't hear back from you, I'm going to recruit Truthi. I agree you should save your encrypt. We don't want to waste it if this also backfires.

I'd say Truthi is a good choice

OK then I'll send in the PM.

Chat open

So what happened last night Nippy, did we get Truthi?

Would you believe it? We failed again. It appears that half the characters are cult resistant - Truthi, JJ, Broba. . . who knows who else? What do you think? Night 1 they obviously went for Gink. So night two whom did they go for, do you think? CNinja, Mad, Dras. . . I'm assuming they're going for Dras tonight. Shall we take a shot in the dark? Try for Mad or CNinja again? Maybe Caldias?

Man that sucks... I'd avoid Ninja... Truthi is going to go hard on him

What did your Pm say was Truthis block like JJ's?

I'm going to assume that the other cult has been successful each night... which means they'll be at 4 after tonight we need to get someone

Looks like JJ and Truthi are in the other cult... who is the third person and who are they gonna nab tonight?

The town gets really lucky and pops another one of them... they're gonna win

We could go for a hail mary and attack them directly... I could claim to have investigated one of them... or I could straight up claim I'm a cult leader who hasn't been able to recruit anybody because I kept trying to recruit the other cult.... say I can't win but I can take them down... meanwhile you hang back and boost our numbers

As for who to recruit... we really need a sure thing... lets go with Cal...

My PM said something about him told me he'd never join our cause. OK, I'll send the PM for Cal. Don't say anything unless we actually do recruit Cal, 'cause I don't want to be on my own - they may lynch you, after all, and then if I die, I will have nobody to pass on Leadership to. The Hutts must not be pushed out of this sector! :)

Okay, but if we don't get Cal do you want me to go all out?

Oh, nvm... do you want me to go all out if we do get Cal

Should I go ahead and pop the last encrypt?

Sure, go ahead and use the encrypt. It may be our last day.

If we do get Cal, it may be worth a shot. We could use the encrypt to discuss tactics on the spot, to test the mood and see. My main concern is that you'll say 'Hey guys, I'm a cult leader, but I can't recruit because JJ stole all my guys' and they lynch you

as a cultist either way, don't believe you, or lynch JJ and he turns out a townie with an ability like Broba. It's a sticky situation, ya know?

I say hold off for a little while, and if the mood seems right, do it. But if you use the encrypt, at least we can discuss things as they happen, too. Hopefully Caldias doesn't kill me AND is susceptible. I am inclined to think that we do not have scum, however, so I don't think the former will be an issue, but you never know. . .

I encrypted... we'll discuss the plan... my thought is if we don't risk it black sun will win anyways

Nippy did we get Cal? And now there are 3 cults!!!

Until I read that, I thought that maybe we were insane cultists - we *thought* we could recruit, but really we were just Masons. Now that 3 cults have been revealed, it all makes sense.

Cal belongs to another cult. . . alas. We're still two.

So JJ, Gink, Truthi, Imp, and Cal all belong to cults. Of those, 3 are dead. Assuming all three cults began as 2 players, they should by now be 5.

Hutts: 2 - 3 failed.

Sun - 3 - dead leader and member (unknown fails)

Truthi

Gink

Red - 4 - dead leader (unknown fails)

ImpCap

That means that Cal and JJ must belong to either of those players, and that 5 more players are still unaccounted for. We are 10.

9 cult, 1 town/scum. Yikes. Why do you think BOTH leaders died? Did they both try recruiting the wrong guy, or were they both killed? Maybe CNinja got 'em through Broba's motivation?

What do you think? Could Cal possibly be telling the truth? If so, why the fudge did the recruitment fail? Could he have been pre-recruited?

How have we missed each one? Cals gotta be cult so is JJ

I agree. Sheesh, we hutts are inept, eh? Ah well, we picked the perfect targets, only to discover that we were so perfect they had been pre-picked.

We have the advantage that no one knows of our cult yet

True. We better make sure then that neither of us dies. You claimed tracker - is that all the role is, or was it something you fished up? (I ask as town, to ensure you have a story)

I haven't claimed any role yet

Oh woops! True. My apologies, I saw Onidsen's post and for some reason read it as yours.

I don't know what to do here... I'm worried that this game will get stymied with 3 cults

We need to keep working the trust no one angle and hope someone starts a train on JJ or Cali

Yeah. . . well, Dras tried with Cal, but alas he pointed out how he killed Truthi. Onidsen was Dras's other target, but he just claimed Tracker. The only other person was you, and we can't really encourage that, can we?

If they gang up on me I'll claim leader and call out JJ and Cal

You mean leader of a third cult, and accuse JJ or Cal? They may just lynch you in the hopes of knocking off our cult - remember, as a leader who hasn't recruited because he's targeted cultists, you'd hypothetically be alone.

I am going to go to bed soon, btw, so don't expect any more input till tomorrow.

Sorry nippy, you'll most likely be on your own tomorrow but if I didn't call out Cal he was going to bend town over... hopefully you can pull this out... good luck sir... long live the Hutt Clan!

Thanks! Let's hope you actually don't die! :)

This just might work....

Ease up Nippy let me do the heavy lifting on this...

Righty. As I busy in RL anyway, my commentating will be sporadic either way. Good luck and may we nab a cultist (other than you)!

Yea Cal is back pedaling hard... him and JJ tried to turbo me and failed if we can get the lynch and Cal you should recruit Ninja then we can get JJ tomorrow and should be able to win this... don't vote for Cal until it's hammer time

Ninja or Pod. . . I was thinking he would be rather obscure, and maybe he hasn't been recruited yet. . .

I've already stated my intention of recruiting Ninja so it will be a safe nab cause if someone tries to recruit him first I'll just say he's already cultist

Indeed. . . so either it succeeds, and they lynch him 'cause he's hutt, or it doesn't, and they lynch him 'cause he's cult in general. . . either way we lose another member. . . It may be worth it to attempt to recruit Pod then accuse Ninja anyway. . . though if he flips town it'll spell your doom. . .

They won't lynch Ninja... cause next we'll push on JJ

I'm gonna need your help putting the lynch on Cal... we get him and we're gold

It will be tough. . .

I think you made a mistake pointing to Pod. It would likely have been better to merely say you were alone. Only cultists would know you lied, and they'd have to reveal themselves to say so.

Yea it was a tough call at least Pod is so whackadoo no one is really listening to him

At the time claiming solo would of just earned me a turbo I thought

Maybe.

I need you to get mad to step off Pod, he's soft agreeing with me and wants to confirm what I'm saying... say something like we don't have time to do a full verification and we gotta trust Toad then vote Cal

Let's see what I can do.

It's a gamble you took, and I hope it pays off, but we forgot to consider that people may just want to end it, regardless of who wins :(Hopefully that helps.

Thanks nippy now we just gotta sit back and wait

Yep. In my case, it'll be easy, as I'm off to bed soon :)
I just hope they don't shoot one of us tonight. . .

G'night!

Good night sir

OMG we got Cal to -1!!! If he gets lynched recruit Pod

Whelp Nippy... the Toad went down swinging... hopefully you can nab somebody tonight and pull something out of this mess

Hammer is at 6, game still on!

Now you are officially dead Toad

Ah well, we tried. RIP Toad, my most loyal Toady.

In full fairness, he did basically shout "I'M HUTT BUT I THINK WE SHOULD LYNCH THOSE GUYS!"

You can use the chat to record your thoughts if you wish

Chat open

Righty. Welcome Pod! Nice to have you, Shame it came at Toad's death though.

Alright, by my count, that's 3 Red, 3 Sun, 1 Hutt dead.

Max a cult could have had yesterday was 4, else they would have won. We had 2, Sun could have had no more than 3. Red could have had 4, but they just lost 2.

So cult status as of now, worst case scenario for the town using our knowledge, is:

Hutt: 2

Sun: 3

Red: 2

We have 6 players, so clearly something isn't right there. I therefore believe that more specifically we have:

Hutts: Me and you (2)

Red: CNinja (1)

Sun: x?

Town: Norell (1)

for 2 unidentified - Dras, and Onidsen. It is likely that at least one if not both of them are Sun. Dras cannot be Red.

So all the factions could be tied, with 1 faction being 1 behind.

If therefore we recruit 1 more person, and none of us are lynched, we could win!

Cninja is bound to press for our lynch, being Red. Onidsen may be recruited by them, if he isn't still town, or Norell.

Who do you think is more likely to be recruited? Norell, or Onidsen? We should recruit the other.

Also Vics, how could Norell target 2 people?? **classified, but basic research may come useful** Thanks

So he spent the past few nights priming people, then ignited them in the day? Which means he suspected Gink from Day 1 (mistakenly), and JJ and Cal over the past few nights?

Yikes. Pretty good job!

I thought though that shots also referred to primes, else he could spend 4 nights priming 4 different people, and then 1-shot ignite all 4, no? No wonder they say it's deadly!

Hey

Hello.

That was hectic! absolutely, we could grab him, but hes going to be prime real estate? does the leadership pass on?

=)

sure, doc is only a 1 in ten shot, im feeling lucky

Cult wise town is just norell and either ninja or oni, both are experts at not giving too much away

No kidding. Man, Norell is a beast. We owe him a lot. At the very least, it may lead to it cancelling out the other leaders' actions, if they try to recruit him. . .

Vis said it did. **To original members of the cult only** What!!!!!!!!!!!!!!?!?!?!? And original members are encryptors and Leaders, and we got both of those! So the cults are now leaderless? We have free reign!?!?!?

Toad wasn't really lying, you see. Everything but his role and yours was true.

If that is the case, we are alone, in being able to recruit. . . as I am the last original cultist. Which means that unless Norell is Sun, he's town. I might as well attempt to recruit him then, what do you say, Pod?

That's awesome.

So I'll send in the recruitment order for Norell. What have you fished so far? And how does it work? Do you just ##fish, or do you seek a specific object? If so, try fishing for Guns or Doc power. We're gonna need those.

I have the percentages in my fake claim. Great! Try it, 'cause if they get guns, I'll need protection, or all three cults are stagnant and the game kinda runs still. . .

Right, I shall recruit Norell, and we'll hope it works.

Meantime, as we don't have day chat, feel free to write out all your thoughts, plans, ideas, and whatnot.

Yeah. . . I suspect Ninja to be Cult, since he was blind to Cal, and I hope Norell is still Town. . . he may have been recruited when he first went off, but we'll see.

hard to say if onis vote was genuine or not, ninja missed the chance to close it out
iv just got in, are you online for a bit?
cool, il be doing dinner too!
Its all happening in the hutt chat =)

Indeed. I take his reluctance as a tell. I feel Oni was Sun, and was trying to stay out of it. It is possible that sun is dead, though, and Oni and Ninja were both Red, but unlikely, as else they would have lynched you and won.

Yeah, for an hour at least. Let me grab a quick bite, and I'll brb

:)

Right. The note for Norell has been sent, let's see if it succeeds. In the meantime, please give me a detailed report on how fishing works, to flesh out my claim.
Same as mad sold it percentage wise, il pull it up in a sec, doc is 10 vig 15 watcher tracker are most likely. yes just doublehashtag each night. So far i havnt had a thing =) thats why i feel lucky!nope, and definately yes. Redacted =) Yeah i took a punt i could out manouvre cal. yeah. lmdue some luck tho- positive waves=)

I have the percentages, they came with my claim. I just don't know how fishing itself works. Do you ##fish gun? Or just ##fish, and hope you get something?

Wait. You didn't shoot Mad, and fishing can fail?

wow. good bluff!

So wait. I just looked up the percentages. The first time I thought it was a random fish and the %was the chance of getting a specific item. So you mean you must fish for a specific item, and the best case is a 75% chance of failure? Dang.

Well, keep trying for syringes then, I guess. They're the most important, I think, though guns may also be useful.

:)

weve won havnt we? did you say no one else can recruit?

It's not a given. Tomorrow morning there will be 6 players, 4 to hammer. We are currently 2. If the recruitment of Norell works (and I'm pessimistic about that, given my fail to success ratio so far) we will be 3, beeding 1 more player to control the vote.I think. . . actually, come to think of it, with half the player base, we don't need to have the overwhelming majority, do we? Of Norell converts, then we can force a no vote!

So yeah, if Norell converts, we win!

I think that's the case. But that isn't a given. And they could lynch me tomorrow after Norell fails to recruit, and Boom! we're stuck at 1.

righty. Enjoy your dinner, I must go for a bit, but hopefully I shall be back before too long.

tommorow will be tough, but if we dont recruit norell(asctic) we can keep him onside, he doesnt suspect too much i dont think, or wed be dead =) ok, il put a list or reads up just incase

that's a good idea. Speak with you soonish.

So I think Ninja will be a big problem, he distrusts both of us and will be pushing for a hutt vote.

Dras doesnt like me! hopefully i can lead him if he starts asking questions about you. but hes kept his game lq hidden quite well, and if he decides to active he could be hard to predict.

Norell- with him, likely winners, if not hopefully we can keep his focus on us being the good guys. so keep it super pro town.

Oni, i just assume this guys already knows what im thinking, either him or ninja controls (or doesnt!!) dras, im leaning ninja tho, which again means its probably oni. Lets hope we get Norell!

@visovics- how long are you going to keep us in suspense? Depends on how long night actions take to get in pmd!

Someones got a gun nippy =) And i didnt get the syringes.

You were the last action, Nippy died, I regret to inform, and recruit failed, you can keep this for recording thoughts if you want

Serves you right nippy for not getting me in sooner XD

We dreamed there for a hot minute tho =) till you got ninjad most likely.

NOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO!!!!!!!!!!!!!! alright I'll leave now :(Once a Ghost always a Ghost...

Bedtime for me.... will let oni sweat a bit longer whilst he thinks about his allegiance.

***sends postive waves to norell, cmon buddy, lynch that scummer!

Noop, knew they'd math me out eventually, didnt take em long =)

