

M14: Peak of Democracy but Better

14 Players
3v11v1
Cardflip
Ballot Box Voting

Law Breakers (Mafia):

Breaks the Laws of Language (Unpolished Silencer) can target a person at night to prevent them from speaking and voting the next day. They will create a message (at most 2000 characters) and this is the only thing their target can say on the next day.

Breaks the Laws of Living Things (Nightrider) is night-immune. Once in the game, they can sacrifice their night-immunity so they can be lynch-immune on the next day phase.

Breaks the Laws of Lynching (Vengeful Anti-lyncher)'s vote counts as negative one. If they are voted out, the mafia gains an extra kill the next night. The extra kill bypasses protection and night immunity.

Town:

Mayor Tim (Mayor) can target a person at night. Their target will have their vote count doubled.

he protecc (Doctor) can protect a person at night from nightkills. They can self-protect once.

he attacc (Vigilante) can shoot a person at night. They have only three shots.

and most importantly, he inspecc (Sheriff) can inspect a person at night to know their target's color.

Townfolk

Townie

Town

Towner

amogus (Miller) is aware that he is a miller. They are seen as **sus** (red). Because of their infamously, they are lynch-immune.

The Mime (Millwright) is aware that he is the mime. Their imaginary barrier protects them from nightkills.

Tom (Third Party):

Not Mayor Tom (Crooked Politician) is salty because **Mayor Tim** won on the last elections. They can kill a person at night. They are night-immune. They can also guess at night who will be lynched. If their guess is correct, they will gain a ½ kill. Additionally, if they also manage to guess the number of votes (excluding themselves) on the person lynched, he gets another ½ kill. In order for **Not Mayor Tom** to gain another kill, he must have two ½ kills. They will win if they are the one of the last two standing or last one standing.