

Factions: (for the 30 player version)

Mafia - 6

Town - 19

Cult (town) - 2

Third Parties - 3

Win conditions:

Mafia- Outnumber the town, no third parties with competing win conditions remain

Town - Kill all mafia, and all third parties that can't win with town

Serial Killer - Be the last man standing

Survivors - Be alive at the end of the game

Mafia Aligned Traitor- Wins with mafia, does not know mafia members

If a cop is roleblocked they will return "investigation failed"

First person lynched becomes the spectre. The spectre may not post in the thread or communicate with any player. Each night the spectre can track 1 person and see the exact action taken by that player. The Spectre has exactly one vote and may not unvote. Once he has placed his vote (or at the end of the 3rd day), the Spectre dissipate and travel to the great beyond.

Events:

1. Vote: Tomorrows lynch will be decided by an elected mayor, OR Tomorrow's voted player will have their role name and alignment announced in the thread, instead of being lynched.
2. The First shall be last: The leading player on the vote count will not be lynched, it will be the second leading player. Majority on the leading player is still required for there to be a lynch.
3. Vote for tomorrow: Lynch locks once majority is reached and there will be no flip, OR voting will be done via PMs to the host and the final votecount will not be published
4. Whoever ends the day voting for the player who is lynched are the only lynch candidates for tomorrow
5. Whoever vote swaps the most will be roleblocked. If there is a multi-way tie, a third of the tied players (rounded up) will be

roleblocked. This will be randomized and the roleblocked players will be announced.

-Every time the chaos counter reaches 3 (?), an event will happen in the thread that requires voting. Events might result in voting between 2 people to be bussed that night, a player to be sent back in time, items swaps, and reverse kingmakers. This will happen in addition to the lynch.

-**The Device:** in the OP: "Towering in the ruins of the laboratory lies the remains of a hulking metallic capsule. Amidst the warning symbols and signs, A large red button labeled with the words "ACTIVATION RESULTS IN [red][b]CATASTROPHE[/b][red]" lies just within reach.

Each night, in the place of your normal action, you may choose to do one of three things regarding [b]The Device[/b]: [u]Press the button[/u], [u]Guard the device[/u], or [u]Disable the Device[/u]. Pressing the button will activate the device, and disabling it will result in it never being able to be activated. In order for one of those two things to happen, you must outnumber the amount of people who chose to guard the device. People guarding the device will receive the names of everyone who either guarded, tried to activate, or tried to disable the device. Whichever group has the highest number of people actioning on the device has their action succeed.

If the device is disabled the radiation will drop to 0 and the chaos counter will decrease by 1

ITEM GET! If the device is activated, the Memory Foam will be released and randomly given to a person who pressed the button. The Memory Foam records the DNA of everyone who pressed the button throughout the game. If a player pressed the button, his/her basic ability (not restricted by shot #) will be recorded and able to be used ONCE by the wielder of the Memory Foam. The Memory Foam will only record names of abilities and their targeting requirements. The user will know what ability was used after it has been done.

Roles:

Speaker of the Brown: Is given a long PM explaining that he's the head of the brown cult, yadda yadda yadda, is given the power to send out two messages a day to any player in the game, whoever he messages becomes insane. He also has the ability to post a message in the day post twice in the game. An "insane" mafia aligned player will return "Investigation Failed" To all investigations.

Welcome to Catastrophe Mafia! You are the [green]Speaker of the Brown[/green]! You are the esteemed leader of the brown, and ancient cult that seeks more out of the journey, and not the result. This town needs you, and you need them. The brown have had mighty sway over the noble population in the past years, and your members lay in wait. As the speaker, you direct the brown. They are out there, awaiting your orders. Each day, you may send 2 messages (via the hosts, limited to 20 words) to any two players. You may not send a message to a player twice per game. The player will be notified that they have received a "Message from the Brown". Players you message will become inspired with the glory of the brown, and will gather together to discuss your teachings. People you message will have an improved ability to communicate with each other. They also might go insane. You are not quite sure what this means, but that might be because you are a bit crazy yourself. You also may also, twice per game at night, PM a host to put a message into the day post. You win with the town.

Anastacia of Astora Welcome to Catastrophe Mafia! You are [blue]Anastacia of Astora[/blue], The ash maiden and firekeeper of the firelink shrine. As a firekeeper, you are capable of reinforcing estus flasks, a source of healing. However, you are impure, so you are unable to use this power as often as you like. Each night, you may heal players equal to the number the chaos counter currently is at (preventing 1 kp). It is possible for you to be unable to heal due to it being at 0. If you heal more than 1 player, you must designate exactly one of them to receive an EXTRA REINFORCED flask. Any player you heal that does not receive your EXTRA REINFORCED flask will be roleblocked due to having to take time to drink from an inferior flask. You win with the town.

Loose Cannon Cop Welcome to Catastrophe Mafia! You are the [green]Loose Cannon Cop[/green]! You will see that you get the information you need no matter what! Each night, you may either Alignment check a player who ended any previous day voting you, or use "Borderline Ethical" methods and alignment check any player, but add 1 point to the chaos and radiation counters. You also know how to juke the system and cut through the red tape. If you were to be roleblocked, the player you are investigating gets roleblocked instead. You win with the town.

GM 19-13 Chaos Bot Prototype Mk I Welcome to Catastrophe Mafia! You are the [blue]GM 19-13 Chaos Bot Prototype MK I[/blue]! What is your function? Your databanks seem corrupted... You must find your creator, the Illustrious Dr. Sy N. Tist, in order to learn your true function and abilities. In the meantime, you may examine a player each night and learn if they are Dr. Sy N. Tist or currently being visited by a robot created by him. You win with the town. MOD NOTE: After discovering DR. Sy N. Tist, give the Chaos Bot the following message:

You have found Dr. Sy N. Tist, but it turns out he knows nothing about you: you must have invented yourself! With your newfound determination and powers, you may invent an item each night (after clearing it with the mod), and give it to another player. You may not give an item to the same player twice until everyone alive in the game has recieved an item from you. You may

not give an item to yourself. The name of this item will be announced in the daypost.

Dr. Sy N. Tist Welcome to Catastrophe Mafia! You are [blue]Dr. SY N. Tist[/blue]!EUREKA! As an illustrious theoretical physicist and Robotics engineer, you approach everything with a skeptical mind. As such, each night you may investigate a player and learn if their role is a “fantastical creature with powers or biology not belonging to this dimension” and you will attempt to classify it.

You also have a legion of small robots that will do your bidding. Unfortunately, because of your INCOMPETENT LAB ASSISTANTS, your new bots only are able to complete their functions once, and have significant tradeoffs.

[b]Eraser Bot Mk 0[/b] - Target player may edit one of their posts

[b]Conceal-O-Bot “Janitor” Class[/b] - Protect target from 1 kp. The next time that player were to have his role revealed, it is instead revealed at the end of the next phase.

[b]Spybot[/b] - Receive targets full role PM including any hidden details regarding their role (gamebreaking information such as teammates, wincons and other things at the mods’ discretion will be redacted). You may target [b]The Device[/b]. Frame every other player in the game.

[b]The Exchange-o-tron “Parity” Class[/b] - Target two players and learn if they are of same or different alignments. They will be bussed with each other this night.

[b]The Exchange-o-tron “Counter” Class[/b] - Any changes that happen from this night until the end of the next day to the radiation counter instead happen to the chaos counter, and vice versa. You will be counted as visiting [b]The Device[/b] this night.
You win with the town.

Merchant 1/Merchant 2: Welcome to Catastrophe Mafia! You are a [green]Merchant![/green] You see this chaos not as a reason for fear, but for what it really is...A way to earn GreYMisT Points! you have a store that only those you wish can find. You may invite people to this store any way you see fit (only restriction is that you may not PM the invite to another player, however you may ask the Mod to PM it for you). Your store is a complete mess though! On Day 1 you must PM the mod with the name of your store. At the end of Day 1 you will be provided with the link to your store, as well as further rules. WATCH OUT! You know that another thieving merchant has set up shop RIGHT NEXT DOOR. You win with the town, but only if you earn more GreYMisT points than him. You win with the town

Mod note: Players in QTs must use their real name. Merchants have full control over the price of their items. However, for every % discount, that item will have that % chance to fail when activated and disintegrate. The Merchant is responsible with PMing the host with who buys what at what price.

Fladnag the Yerg Welcome to Catastrophe Mafia! You are [blue]Fladnag the Yerg![/blue] You are the Wizard leader of a mighty fellowship! During night 1 you must send me a list of 5 players' names. If any of those player's are the cause of death for each other by Night kill, lynch, or any other means then you can pick any of the remaining names and kill one of them the next night. You must give one of the players the item "The Single Ring" The Single Ring protects its wearer against death exactly once. Afterwards the Ring will become useless to that player, that player will have a perpetual extra 2 votes on them, and they will be driven insane: they gain the insane QT.

In addition you have the following passive ability: [b]Plot Device[/b]: if at any time a majority of your alive fellowship were to be killed, Eagles will swoop down and save and roleblock all members of your fellowship. This will generate 2 "Plot Device" counters, which don't do anything. In addition, you will gain 2 stacks of "Plot Device" Armor, which is useless against basically all forms of real damage. You win with the [s]Knights of Rohan[/s] [s]The Fellowship of the Ring[/s] Town.

Yu Narukami Welcome to Catastrophe Mafia! You are [blue]Yu Narukami[/blue]! As one of the weilder's of the wildcard, you have access to many of the major arcana. You use these arcana to fuse and summon Personas to aid you. You lost your friends as you fell into the TV world, and have stumbled upon a land in strife. You see an army of shadows, and know that you must stand in your way. Your friends, even though they are not physically here, will help you with their social links and arcana. You have access to 9 major arcana tarot cards, each has an ability/effect. Each night you may target one player. You may use any number of cards on that target. You only have 1 copy of each card.

[b]The Wheel of Fortune[/b] - Abilities used on your target cannot be prevented (KP cannot be blocked by medic protect, powers used on them cannot be roleblocked, busdrives will fail, ect.)

[b]The Priestess[/b] - Reduce your voting power to 0 for the next day (you must still vote) Learn the current number of items and total number of 1 shot abilities that the target player has.

[b]The Emperor[/b] - Your Target is roleblocked

[b]The Magician[/b] - You are unaffected by your target this night

[b]The Lovers[/b] - Your target and whoever he targeted become lovers this night

[b]The Chariot[/b] - Your targets abilities are all redirected towards you

[b]The Star[/b] - Your target is protected from 1 kp

[b]Death[/b] - Your target will gain, for the next day and night only, the role of the most recently

lynched player.

[b]The Fool[/b] - You and your target begin the day with $\frac{1}{2}$ of majority of votes (rounded up).

You win with the town.

Dimensional Lemming Brings the rules of a (mafia) game to this world

Welcome to Catastrophe Mafia! You are the [blue]Dimensional Lemming[/blue]! For some reason, when you rip open a hole in the fabric of reality, the opposing world simply spills in. Once per game, at night, You may choose any finished game of mafia of your choosing. The rules and mechanics specific to that game will also apply to this game for the following day. (to the host's discretion). You win with the town.

***Four Horsemen Of the Apocalypse:** (War, Famine, Pestilence, Death) Town circle including the traitor

War Welcome to Catastrophe Mafia! You are [green]War[/green] As war, you know how to orchestrate glorious combat. Once per game (in the first half of the day), you may select a number of players equal to the chaos counter at the start of the day. These players, in addition to yourself, are the only players eligible to be lynched that day. You win with the town.

Famine Welcome to Catastrophe Mafia! You are [green]Famine[/green]! Each night, you may target a player and roleblock them, preventing them from using all abilities or items. That player will have his items randomly distributed amongst the players targeting him, and the player he targeted. You win with the town.

Death Welcome to Catastrophe Mafia! You are dead... errr, [red]Death![/red] As one of the four horsemen of the apocalypse you rampage around on your horse being nasty. But you've always been different from War, Famine and Pestilence. While they are mere means to an end, you ARE the end. You play a different game... and on a different team. Of course, you have no knowledge about what the living do with their lives, but for your current goals it would be useful to figure that out.

Every night you may do one of the following:

1. Investigate the living. You discover the role of target player.
2. Middle management. You may give War, Famine or Pestilence's powers to someone else. The next night, the horseman in question has no powers, and your target is given that horseman's powers, in addition to his own. He won't be told where they came from or anything about the role except its functioning (no flavour and no rolename). You must give each of these abilities the same number of times before giving another ability again, e.g. you must give each ability once before giving any ability twice, you must give each ability twice before giving any ability three times, etc. Note: This only applies to currently living horsemen.

In addition, being Death, you cannot be killed except by a horseman of the apocalypse (you

may still be lynched). Furthermore, you are told in private any time someone enters your realm. You are a traitor and win with the mafia! You will not have any influence over night kills unless you are the last mafia alive. There are 5 other mafia players in the game, they know of your existence but you cannot be recruited into their inner circle. You also know that the names of the other horsemen were colored [green]green[/green].

Pestilence Welcome to Catastrophe Mafia! You are [green]Pestilence[/green]. Disease reveals the true nature of people. You have a one shot sickness you can inflict on a player any time after Day 1 (they will be notified when possible). That player will die 24 hours later unless you use your antidote. You can PM the mod after using your plague to remove it from your target. You will be refunded with the use of your Disease. You win with the town.

The Doctor Welcome to Catastrophe Mafia! You are [blue]The Doctor[/blue]! Whenever the earth is threatened, You are there to meet the darkness. You are even saving the earth in two different timelines simultaneously! Each night, when the chaos counter is below 2, you may use the power of your sonic screwdriver and TARDIS to analyze a player's effect on the time stream. You will learn if your target has abilities related to or the power to alter Time, radiation, or chaos.

You also have the one-shot ability [b]Time Can be Rewritten![/b] Once per game at any time before a phase change, (Before the night or daypost), you can target a player, living or dead, and specify a time in the game (phase: day 1, night 1, ect.). You will receive a list of all actions done on that player and by that player at the time specified. You may then choose to nullify 1 of the actions done to or by that player. Action resolution will be recalculated for that time and that time only, and you will alter the timeline at the end of the next phase (For example, if you use your power to target GreYMisT before the end of day 2, the timeline will be repaired at the beginning of day 3). The Chaos counter and radiation counter will both increase by 3. Once you begin to use this ability, you will retreat into the TARDIS, and will be removed from the game. You may not vote, post in the thread, be targeted, action, or count towards the number of players still in the game. You will return to this timeline after it has been altered. You win with the town.

MIRROR-MAN! CHAMPION OF REFLECTOSITY, MASTER OF THE INVERSE, AND PROTECTOR OF THE SHEENLESS. Welcome to Catastrophe Mafia! You are: [blue]MIRROR-MAN! CHAMPION OF REFLECTOSITY, MASTER OF THE INVERSE, AND PROTECTOR OF THE SHEENLESS.[/blue] You may use your mirror-courage to hide behind a player at night, and redirect any action they take onto yourself. You may not be targeted when you are "protecting" them, as you become quite hard to see. With the power of the sacred mirror, you will invert all actions that hit you. You win with the town.

Paranormal Investigator Welcome to Catastrophe Mafia! You are the [blue]Paranormal Investigator![/blue] You use your knowledge of grainy photographic technology to correctly identify the paranormal elements that beset the world. You may visit a player every night. You will learn if this player's role is not of this world, and you will learn what type (eg: wizard, demon, dragon, fairy, pokemon, digimon, alien, zombie, vampire, witch, angel, etc.) if you are ever visited by or visit a ghost, you will learn who it was and you will learn their role name. If you are visited by the spectre, the spectre will instantly dissipate.

Once per game, you may use your paranormal equipment to seal the fate of target player by typing into the thread [b]##But the Future Refused to change: Player Name[/b] (not usable on day 1). The chaos counter will be reset to 0, and it will not increase until the next day. The player you declared will have the results of all of his actions delayed until the chaos counter reaches 3. if you are ever visited by or visit a ghost, you will learn who it was and you will learn their role name. You win with the town.

Blood Mage Welcome to Catastrophe Mafia! You are the [blue]Blood Mage[/blue]! You use the power of another's life force to fuel your primal magics. Each night, you may target a player to drain of blood. A target who has been drained of blood will be immune to the next heal/protection ability used on them (only the heal/protection action will be prevented, not other aspects of the ability). Draining a player's blood will earn you 1 blood charge. During the first half of the day, you may expend a blood charge to increase your voting power 1 for 1 per blood charge spent (for that day phase). If you have any number of blood charges and a heal/protection ability is prevented due to a blood drain, you will lose a blood charge. Because of antibodies or something you may not drain a player who you have previously targeted until they have had a heal/protection effect blocked due to your ability. You win with the town.

Jonathan Osterman Welcome to Catastrophe Mafia! You are [green]Jonathan Osterman[/green], Nuclear Scientist extraordinaire! You have two abilities:
Repair watch: you have not forgotten the skills your father taught you, and can repair someone's watch. This takes all night, during which they are stuck in time. Any action that would happen to them tonight will happen to them tomorrow night instead.
Activate Intrinsic Field: the intrinsic field acts as a containment of radiation. It reduces the radiation level by 1.

There may be more to you than meets the eye! You win with the town.

[mod note: when radiation is 5 or higher, Jonathan Osterman is killed. If he is killed in this

manner, he is resurrected 12 hours later as:

Dr. Manhattan It took you a while to recreate yourself, but now that you have, you have SUPERPOWERS! Beware, though. Each use of your powers will increase radiation levels. Also, you have a fortress of solitude on Mars that you visit quite often. If there happens to be anybody else on Mars, you can talk with them. In addition, you are Immortal, or at least, somewhat: it takes two shots to kill you. However, you have lost your humanity and are apathetic to all their petty causes. You have no vote. Instead, you choose someone at night and the next day your vote follows his.

Teleport: now you're here, now you're not. Nobody can get a close look at you: you are immune to any investigative roles tonight.

Death ray: you shoot death rays out of your EYES at everybody in your vicinity! This just happens to be the guy you were following all day. The person whose vote you followed will be atomized (aka killed).

Ghost Welcome to Catastrophe Mafia! You are the [blue]Ghost[/blue]! Because your psionic powers are just what this game required. Every night you may use your powers, but beware, they cost energy! You start with 200 energy.

Lockdown: costs 25 energy. Target cannot use any items tonight.

Cloaking: costs 50 energy + 10 for every person detected. Your personal cloaking allows you to sit outside someone's door undetected. You see anybody who visits that person. However, the longer you are forced to sit there, the more energy is drained from your cloaking device. If you run out of energy while cloaked, everybody can see you and what you're doing (it will be revealed in the daypost that you were poking around your target's home).

Snipe: costs 50 energy. You shoot your target with a tracking device. You can now follow his every move!

Target nuke: once per game. We got good news and bad news. The bad news is that we need intel and we didn't build any comsat stations. The good news is we have nuclear silos! You aim your laser pen at the ground and launch a nuke in the air. Because of the jackass on a megaphone that keeps announcing when you fire a nuke, everyone will drop what they are doing and run. Luckily this allows you to count the people running. You will learn the number of KP used this night. Also its a nuke so the radiation level will go up by 2.

You win with the town.

Speaker of the Cult of the Atom Welcome to Catastrophe Mafia! You are the [blue]Speaker of the Cult of the Atom[/blue]! The Cult of the Atom understands that if we properly use radiation, and keep it within control, we can accomplish great things. Each night, you may use your powers over the Atom to reduce radiation by 2, but add 1 to the chaos counter and target a player. This player will be inducted to the cult of the atom. If you are ever about to be lynched, you can send in the name of a member of your cult. After you are lynched, that player will be dealt 1 kp. This name must be sent in before the day actually ends. You win with the town.

Hand of the Cult of the Atom Welcome to Catastrophe Mafia! You are the [blue]Hand of the Cult of the Atom[/blue]! You have earned the favor of the cult, and have been given a powerful device that gives the following abilities you may use once per game during the day (only 1 per day). (+3 radiation): You travel back in time and alter events to your liking. by PMing the hosts at least 12 hours before the deadline, You may rig the votes of everyone in the game to be wherever you choose. (+1 radiation): You rewind time, causing the lynch to happen again. A double lynch will be announced in thread. You must use this power 24 hours prior to the day ending. You win with the town.

Cult has faction kp that must be delivered by a member of the cult. The cult member delivering the kp cannot be use an action (both day and night) during the cycle the kp is used. Use of this kp increases the radiation by 2. When radiation reaches 5, this kp cannot be used.

Namuras The Etihw

Welcome to Catastrophe Mafia! You are [red]**Namuras The Etihw**[/red], A pretty strong and ambitious wizard. You are waging a very personal war with [b]Fladnag the Yerg[/b], as he is the only other wizard of any merit here. if he is not dead before the endgame you lose. To aid you in this task you have a few powers

- 1.) Trap them on top of a tower- designed to kill wizards, not mortals, use it to trap someone once per game by typing ###trap: Playername in the thread, and the player will be killed, regardless of medic protection, Armour, veterancy and any other form of protection, if the target is anyone but [b]Fladnag the Yerg[/b] your tower will be shamed and rendered completely unsuitable for trapping people and for using your Palantir.
- 2.) The Palantir- every night you may observe and strike terror in a player's heart, keeping them from performing any night actions, just PM me who you want to roleblock
- 3.) Voice of Curunir- at any point in the game you may defend yourself by virtue of your powerful speech and voice, making you unkillable by anything for 72 hours, this includes lynchings. however, after those 72 hours you die as your spell has run its course. just PM me when you want to trigger this. if you choose to trigger this after its too late (e.g. a day vigi has vigied you and *then* you send it in) then it will fail. I will also post in the thread that you have convinced everyone not to kill you. You win with the mafia. Your teammates are.

The Doppelganger - Welcome to Catastrophe Mafia! You are the [red]Doppelganger[/red]! You

are a master shape shifter and a practiced killer, you have been sent to this council by the dark queen of the elves to ensure that the council does not reach a decision, you win with the mafia, but you must also ensure that the three elders of the council are dead, one of them is unfortunately a memeber of your team, the lich, the other is the Chronologist a master of time, and the final member is the alien. If any of them are alive when the game ends you have failed your mission and the queen will order your death. Also you know that the emperor is **not** in this town as you are responsible for his murder. You have some powers to help you with your task

1.) Master shapeshifter, you can choose what role and alignment you return to DT checks, you can change this whenever you wish, just PM me.

2.) Mind probe- Every night you may PM me the name of a player, I will send you their full role PM.

3.) Emulation-you may assume the identity of someone else, PM me a role name or player name at night, for the next day and night you will gain copied versions of their powers, which may work differently (in particular any KP they may have will **not** be usable by you), you will also return that role to any detectives checking you.

4.) Dark Queens Favor- you have a single favor from the dark queen at your disposal, she is a goddess of concealment and treachery, PM me what you would like for the favor to be, in 20 words or less, it may not be used to find out a player name from a role or to kill another player, if the favor is unreasonable the queen will decline it and you will lose this power, otherwise the favor will be granted, you **may** use this power after death, and at that point all its other restrictions are removed. If by some means you return to life then the restrictions are replaced (the Dark Queen loves misinterpreting favors so be careful of what you ask for)

5.) Master thief- at dawn you may attempt to steal an item from a player, if they have anything there is a 50% chance you steal it from them, if there is more than one item then the item stolen will be rnged.

You win with the mafia. Your teammates are.

The Dragon-Slaying Powerdemon

Welcome to Catastrophe Mafia! You are [red]The Dragon-Slaying Powerdemon[/red]! Ahhh, the sweet smell of dragon dung. Your prey is close! Somewhere in this game there is a dragon, sowing chaos! Of course, that's the part of dragons you love most. Chaos. It's almost a pity when you kill them. You have the following abilities:

Consume chaos: you power up. This reduces the chaos counter by 1. If the chaos counter is 0, you cannot consume chaos.

Powering up gives you more abilities.

Track the tracker: as a master dragonstalker you are capable of setting traps for inquisitive people poking their nose into your business. However, it gets a bit out of hand sometimes. If you are investigated they will be given a rather horrendous horror story of what you did to them (most of it true). This won't tell them anything useful about you, but they may be scared into

thinking you had something to do with all the evil in the universe (which, lets face it, isn't too far from the truth either).

[when powering up once]

Nuclear sword: in the business of dragonslaying, a normal sword just doesn't cut it, so your sword is **NUCLEAR**. Using the sword causes an increase in radiation by 2. Striking with the sword outright kills dragons, but it isn't really good at killing other stuff. It takes 2 strikes to deal one KP (in other words, it does 1 KP to dragons, and .5 KP to everybody else)

[when powering up twice]

Chaos shield: consumes 1 chaos point to render you bulletproof tonight. Cannot be used when the chaos counter is 0.

[when powering up three times]

You have reached the top of your abilities.

Irradiate: the ultimate in dragon-slaying technology. Uses all that nasty radiation lying about to unleash a powerful strike. It targets as many people players as there are radiation counters and unleashes a **Nuclear sword** strike at all of them! (you may strike the same player multiple times) Consumes all radiation.

[if insisting on consuming again]

Over 9000! Your power level is over 9000. This is announced in the day post.

You win with the mafia. Your teammates are.

Knight Artorias, The Abysswalker. Welcome to Catastrophe Mafia! You are [red]Knight Artorias, The Abysswalker![/red] You once fought bravely against the torrent of the abyss, but since it corrupted you and your sword you have gained its powers. Despite your wishes, all you feel is the urge to consume this world with Dark. Each night, you may use the confusing powers of the dark abyss to replace one player with another, bussdriving them. any action that would target one player will instead target the other, and vice versa. You may not use this power to target yourself.

Once per game, when you have a majority of the players voting for you, You may PM the host to unleash the [b]Wrath of the Abyss[/b]. Once you have done this, It will be announced in the thread that "Knight Artorias has awakened the power of the Abyss!"

If you manage to survive the day, You will gain the ability to immediately leap and kill a player

who was voting you when you used [b]Wrath of the Abyss[/b] After using this power, You will return as mafia to all checks, no matter what.

You win with the mafia. Your teammates are.

Host Note: After using "Wrath of the Abyss" The following will be posted:

<https://www.youtube.com/watch?v=ns8sjLtxCc>

Werner von Braun Welcome to Catastrophe Mafia! You are [red]Werner von Braun[/red]! You build rockets, ja? You build most excellent rockets. You do not care where these rockets come down, that is not your department. At night you may launch one of the following rockets:

V1, V2, V3, Titan II, Atlas V or Soyuz

V1: that's a pretty little rocket. Not even a real rocket at all, ja?! This rocket will land on someone's head and knock him unconscious and incapable of doing anything at all this cycle

V2: a masterpiece of modern engineering! That's a marvel! This rocket will easily flatten all of London, bwahahaha! Tragically, London is not in this game. It will fly around aimlessly, picking a new target every cycle. You will be notified of its location every day. When you die, it will fall out of the sky and kill its current target.

V3: Nein nein nein nein nein! DaB is also not a rocket!!! It is just a very big gun. I refuse to shoot guns, they are for sissies! Make someone else shoot this rocket ja? (You may use this rocket at any time before the 1/2 of the day is done and give the notification to show that someone else is firing it, it will do no damage)

Titan II: kaboom baby! Dis is a nice ICBM! Nuclear launch detected, jawohl!!! Nukes someone. Increases radiation by 2. Launch using ##nuke: TARGET in the thread (this cannot be used day after ja?)

Atlas V: we will go to Mars, ja? We will make a new colony on Mars! Launches Werner von Braun and 2 persons of choice into space. This will open a QT for these 3 people. Because they are in space, their votes take a while to arrive. First cycle: instant, second cycle: 6 hours late. Third cycle: 12 hours late. Fourth cycle: arrival on Mars. Whoops, Mars is boring and there is only space for 1 person to return to Earth. Closed voting system at night for who returns to Earth. Other 2 die like Copenhagen in Total Recall.

You win with the mafia. Your teammates are.

The Ironically Sociopathic Psychiatrist: Welcome to Catastrophe Mafia! You are the [b]Ironically Sociopathic Psychiatrist[/b]! At the start of each night, you are told who in the game is insane/capable of causing insanity (you will know what number of people in the list can cause insanity, but you will not know who). You have 1 kp a night and are victorious and removed from the thread when there are no insane people at any point.

The Hoarder (3rd party): Welcome to Catastrophe Mafia! You are [b]The Hoarder[/b] You have found 1 bullet Proof vest, which you may use at night to medic protect yourself. Gaining an item has made you feel very important, so you have forgone everything and have made that your mission! You Win the game if you survives with 5 or more items in your possession. Each night, you may stalk someone to see if they hold an item. you will learn the item's name. If it is possible, through the item transfer mechanics, for you to obtain an item, you is guaranteed to get that item. you also have a one shot ability to disable all item usage for 1 night, and swap them amongst all people currently holding an item, 1 for 1.

The Planar Egg: Welcome to Catastrophe Mafia! You are the [b]Planar Egg[/b] Long have you waited, the power of the planes growing and growing. All that remains for you to unlock your final form is for some fools to fracture the planar gems. Starting Night 1, you have the power to give 5 players a one shot ability in the form of an item at any time.

Ruby of Fire - 1 kp

Emerald of Earth - 1 use self protect

Quartz of Wind - Target player gets a double vote

Sapphire of Water - 1 jail

Opal of Heart - You may create a quicktopic with target player. (You, the planar egg, will have access to it as well.)

When all of the gems of the planes have been fractured and their power used, you will have absorbed enough planar energy to evolve. You win if you survive until the end of the game.

once all recipients have used their powers, The Planar Egg will evolve into:

The Planar Dragon, Manipulator of Chaos and Herald of the Catastrophe:

There will be an announcement when this occurs "A New Power has Risen, True Chaos Comes, A Dragon is Born."

Every other night he may predict the number the chaos counter will be at in the following day (0-3) whatever number he predicts, the chaos counter will be at the next following day. If he is wrong twice, his role name will be publicly outted in the thread, he will lose his powers, and the town will be notified that events can no longer occur. If this occurs his new win condition will be to survive 2 days. he will be removed from the game after the lynch of the second day. If he guesses correctly, He will gain one of the 5 powers he had as an egg as a one shot ability.

He has the power to gain the role of a previously dead player for use that night. Once he has targeted a dead player, he cannot target him again. This will raise chaos by 1.

The Planar Dragon wins and is removed from the game when there have been 5 events (this counts retroactively). This is a special "Master of Ceremonies" Victory. The Planar Dragon also wins if he survives until the end game

ITEMS

Funky-smelling bulletproof vest. This bulletproof vest has seen better days. It should still stop a bullet, but smells really terrible. If you use it, it will stop a bullet (but no other KP), but due to the lack of showers in this game, everybody who investigates you will know you wore it at some point. Being old and clunky, it also means you can't use any abilities at night if you use it. Only breaks if it actually stops a bullet, but always leaves a bad smell!

Fire extinguisher. Hahaha, electric, chemical or dragon fire, who cares! You can put it out. Makes the bearer immune to fire, but is used up in the event.

[mod note: off by heart, only the Planar Dragon kills by fire. Maybe it's unfair to him?]

Ipecac. Use with caution. Gives immunity to poison.

[mod note: roleblocks anybody who swallows this, but makes them immune to poison]

Arsenic. POISON. Upon gifting this to someone, he is not told the name, but is instead told he received a **Delicious Sweet**. If he chooses to eat the sweet, he will die the next cycle, unless he takes Ipecac in time.

Flying carpet. This gives you the power of flight! Flying is awesome and makes you move really fast! It allows you to perform a second action because you're so fast. (You may not use the same action twice, but may do 2 things at once. ie: use another item, act on the device, use another action available to your role)**Requires: tailoring 300** [mod note: mages fit the requirement, and are told this if they receive the item (Anastacia, Fladnarg, Bloodmage and Namuras)]

Wompom. *You can do such a lot with a Wompom,*

You can use every part of it too.

For work or for pleasure,

It's a triumph, it's a treasure,

Oh there's nothing that a Wompom cannot do.

[mod note: one-shot inventor, but no very powerful inventions. Think: one-shot lie detector, one-shot medic/roleblock]

Quick topics:

Obs: <http://quicktopic.com/50/H/BHtjX8zvXYuX>

Horsemen: <http://quicktopic.com/50/H/puXWdUf64hrFN>

Cult: <http://quicktopic.com/50/H/KgVMQZVjmz3kf>

the mars one: <http://quicktopic.com/50/H/DEcEqyNCaQx>

Mafia: <http://quicktopic.com/50/H/UkUqNhYXPKf>

Insane cult: <http://www.quicktopic.com/50/H/kwvMS2QYsJRE3>

[center][img]http://i1110.photobucket.com/albums/n99/chuiu/TLmafia_new.png[/img]][/center]

[b][u]Crossfire99, Acrofales, and LoneMeow[/u][/b] are helping me co-host this game.

[u][center][b][big]Catastrophe Mafia[/big][/b]][/center][u]

In honor of [b>GMarshal[/b], The honorary Coshost:

[url=<http://youtu.be/3WtLQXEagtA?t=8s>]Pre-Game Hype Post.[/url]

[hr]

[b]Important Posts[/b]

[spoiler=Links to the Day/Night Posts are Here]

[/spoiler]

[b]Player List[/b]

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[spoiler=Flips]
[/spoiler]

[b]30 Players Remain[/b]
[hr]

[center][green][b]Rules:[/b][/green][/center]
[b][red]I expect you to know the rules. You are responsible. They can be found
[url=http://www.teamliquid.net/forum/mafia/272547-tl-mafia-model-op]HERE[/url][/red][/b]

[b]Voting![/b]

Voting will be done in the vote thread.

You may not vote for yourself.

You must vote each day

Vote By typing in the format [b]##Vote: GreYMisT[/b]

This Game is Majority lynch. This means that in order for a player to be lynched, a majority of players in the game must be voting for that player. Majority is calculated by # Players alive in the game divided by 2 plus 1. If majority is not reached at the deadline, there will be a no-lynch.

[b]Clues[/b]:

There are [u]no[/u] clues.

[b]PMs[/b]

PMs are [u]not[/u] allowed in this game outside of possible game mechanics.

[b]Deadlines[/b]

This game will operate on a 48 hour day/23 hour night cycle with a 1 hour resolution period at the end of each night. All votes and actions must be in PRIOR to the deadlines.

[b]Disclaimer[/b]

This game is a heavily themed closed setup. Every effort has been made to balance this game. This is not a bastard game, as there are standardized rules and procedures I have written down for each role and its interactions. That being said balance is impossible to assure due to the sheer number and complexity of the roles involved.

This game is open to everyone to play in, with

a HEAVY preference to those who have played in a game before. I [u]Will[/u] expect you to be a presence in the thread. If you ruin my game for those playing you will be [u]Banned[/u] from all games of mine until further notice. If you find you need a replacement due to real life, enter into a dialogue with me and we will work it out.

[b]This will be the last "GreYMisT Game" I host for quite some time. I'd like to thank the following people esecially during my time here: GMarshal, whose flavor inspired me to start hosting. Foolishness, who has been a constant help in almost every area, and to all of my cohosts:

[blue]Aperture Mafia: [/blue]iGrok and Jitsu

[blue]TL Mafia LV:[/blue] Slo0sh

[blue]Apertrue Mafia 2: Portal Edition:[/blue] Hassybaby

[blue]Chrono Trigger Mafia: [/blue]Mementoss

[blue]Doctor Who Mafia: [/blue]Crossfire99

[blue]Themed Game Mafia:[/blue] Hopeless1der

[blue]Parallel World Mafia:[/blue]iGrok and Mr. Wiggles

[blue]Aperture Mafia 2: Episode 2:[/blue] Crossfire99 and GMarshal

And to everyone else who I am either forgetting or has simply helped by playing in my games: thanks! This one is for you.

[blue]Let the games begin!
[/blue][b]

[blue][b]Game Information[/b][b]/[/blue]

This is a [b]Closed setup[/b]. However, it will be the game standard for alignment and role to be revealed on death.

[hr]

[b]Kill Flavor[/b]

Certain roles and abilities will have a unique kill flavor. Everything else will either say ____ Has been lynched or _____ Has been killed.

[hr]

[b]Alignments[/b]

The following [u]Will[/u] exist in the game:

[b][green]Town[/green][b]: Objective - Kill all mafia, and all third parties that can't win with town

[b][red]Mafia[/red][b]: Objective - Outnumber the town and no third parties with competing win conditions remain. KP for Mafia is $\#Mafia/2$ rounded up. The number of Mafia is unknown. The Mafia will require members to carry out KP

[b]3rd parties are possible. Their win conditions are unknown.[b]

[hr]

[b]Counters[/b]

There are counters in the game that will be updated with each day and night post.

- [u]Radiation Counters[/u]: Purpose - Unknown

-[u]Chaos Counters[/u]: Purpose - If, at any phase change, the chaos counter is ever at 3, there will be an event that/the following day. Events will often force the town to make a difficult choice.

[hr]

[b]The Device[/b]

Towering in the ruins of the laboratory lies the remains of a hulking metallic capsule. Amidst the warning symbols and signs, A large red button labeled with the words “ACTIVATION RESULTS IN [red][b]CATASTROPHE[/b][red]” lies just within reach.

Each night, in the place of your normal action, you may choose to do one of three things regarding [b]The Device[/b]: [u]Press the button[/u], [u]Guard the device[/u], or [u]Disable the Device[/u]. Pressing the button will activate the device, and disabling it will result in it never being able to be activated. In order for one of those two things to happen, you must outnumber the amount of people who chose to guard the device. People guarding the device will receive the names of everyone who visited the device (including people who guarded it). Whichever group has the highest number of people actioning on the device has their action succeed.

[hr]

[center][b][u]Item Mechanics[/u][/b][center]

There might be a few items in the game. It is up to you to search for them! Items can change hands in the following ways:

1. The holder is killed. The killer will then take the item(s) from the previous holder's dead body. In the event that two people both killed the holder, The item will be randomly assigned to one of the killers.
2. The holder is lynched. The item(s) will pass on to a random player who voted for the bearer.
3. Special abilities. Some players may have the ability to steal items without using lethal force.
4. Holder gives it/them away to a target (May not use an item the night it is given away or received).

[hr]

Format of Role PMs is as follows:

Welcome to Catastrophe Mafia! You

are[green]Name[/green]/[red]Name[/red]/[blue]Name[/blue]/[b]Name[/b]/[i]Name[/i]. Some or No Flavor Text. Explanation of abilities if applicable.

[b][center]Day 1

Radiation: 0

Chaos: 1

<https://www.youtube.com/watch?v=gyNmoWxErHU>

Well, what do we have here? You must be a new arrivals.

Let me guess. Fate of the Undead, right? Well, you're not the first.

But there's no salvation here. You'd have done better to rot in the Undead Asylum... But, too late now.

Well, since you're here... Let me help you out. Find those among you with the [red]traitorous blood[/red]. End their lives.

Oh the [device]? I don't know what it does. Seems like its always been here. Perhaps it will help, or perhaps it will doom us all.

That seems to be the way of things around here now.

[blue]It is now day 1! With 30 Alive it takes 16 to lynch! The day will end in [countdown]April 4 20:00 CDT [countdown][/blue]

Your store is open! You spent the day walking along your....competitor's store and it certainly doesn't look as nice as yours. Here are your Keys!

Blast! It seems as though your inventories are almost identical! You will need to out sell your competitor if you hope to win the price war.

Your espionage agents have found the link to his store: because you are in retail, you cannot buy any items from his store, nor post in it; you can only look.

You have the following items in inventory:

1 [Funky-smelling bulletproof vest] - This bulletproof vest has seen better days. It should still stop a bullet, but smells really terrible. If you use it, it will stop a bullet (but no other KP), but due to the lack of showers in this game, everybody who investigates you will know you wore it at some point. Being old and clunky, it also means you can't use any abilities at night if you use it. Only breaks if it actually stops a bullet, but always leaves a bad smell! (20 GP base price)

3 [Fire extinguishers] - Hahaha, electric, chemical or dragon fire, who cares! You can put it out. Makes the bearer immune to fire for the night, but is used up in the event. (10 GP base price)

2 [b]Vials of Arsenic[/b] - POISON. Upon gifting this to someone, he is not told the name, but is instead told he received a [b]Delicious Sweet[/b]. If he chooses to eat the sweet, he will die the next cycle, unless he takes Ipecac in time. He will be notified that he has been poisoned. (40 GP base price)

10 [b]Bottles of Ipecac[/b] - Use with caution. Prevents or cures poison at any time, however you will be otherwise...occupied when you use it. You may not action this/next night, depending on if you used Ipecac during the night/day, respectively. (10 GP base price)

1 [b]Flying carpet[/b] - This gives you the power of flight! Flying is awesome and makes you move really fast! It allows you to perform a single second action because you're so fast. (You may not use the same action twice, but may do 2 things at once. ie: use another item, act on the device, use another action available to your role)[b]Requires: tailoring 300 [/b](40 GP base price)

1 [b]Miscellaneous Machine Part A[/b] - When combined with the other 2 machine parts, allows its wielder to make a cool invention! (30 GP base price)

1 [b]Miscellaneous Machine Part B[/b] - When combined with the other 2 machine parts, allows its wielder to make a cool invention! (30 GP base price)

1 [b]Miscellaneous Machine Part C[/b] - When combined with the other 2 machine parts, allows its wielder to make a cool invention! (30 GP base price)

Infinite [b]Bottles of Snake Oil[/b] - Stuff does nothing. But at any time you may rename it to another mod approved name. It does not count as an item. (0 GP base price).

[hr]

You may not rename any item (except for the snake oil). You may alter the prices for these items however you wish. However, for every % discount you have on an item below its base price, it has that % chance to simply fail and be used up. You may increase the price at no detriment.

If you wish to sell an item to a buyer in your QT, you will agree on a price and PM the mod with what you are selling to whom, and at what price. The Mod will then PM the player asking if he agrees. If he does you will earn GP, and they will get the item.

If you wish to sell a new item in your store (that you have obtained through the item transfer mechanics in the game) You may PM the mod to add it to your inventory.

[b][blue]Day 2[/blue][b]

<flavor>

[b][green]Keirathi, Speaker of the Brown[/green] is dead[/b]

[b][blue]Foolishness, Dr. Sy N. Tist[/blue] is dead[/b]

[b][blue]Kitaman, the Ghost[/blue] is dead[/b]

[b][blue]Marvellosity, the Blood Mage[/blue] is dead[/b]

[spoiler = role pms]

[quote]

Welcome to Catastrophe Mafia! You are the [b][green]Speaker of the Brown[/green][b]! You are the esteemed leader of the brown, and ancient cult that seeks more out of the journey, and not the result. This town needs you, and you need them. The brown have had mighty sway over the noble population in the past years, and your members lay in wait. As the speaker, you direct the brown. They are out there, awaiting your orders. Each day, you may send 2 messages (via the hosts, limited to 20 words) to any two players. You may not send a message to a player twice per game. The player will be notified that they have received a "Message from the Brown". Players you message will become inspired with the glory of the brown, and will gather together to discuss your teachings. People you message will have an improved ability to communicate with each other. They also might go insane. You are not quite sure what this means, but that might be because you are a bit crazy yourself. You also may also, twice per game at night, PM a host to put a message into the day post. You win with the town.

[i]"Winning is not always easy. Winning with style is harder yet. Before you win a game, you must ask yourself. How do I want to win this? You want to be remembered for the fun you bring to the games and the style in which you win them."

-Chezinu[/i]

[/quote]

[quote]

Welcome to Catastrophe Mafia! You are [b][blue]Dr. SY N. Tist[/blue][b]!EUREKA! As an illustrious theoretical physicist and Robotics engineer, you approach everything with a skeptical mind. As such, each night you may investigate a player and learn if their role is a "fantastical creature with powers or biology not belonging to this dimension". If they are not you will be able to track them, as their movements are predictable.

You also have a legion of small robots that will do your bidding. Unfortunately, due to your INCOMPETENT LAB ASSISTANTS, your new bots only are able to complete their functions once, and have significant tradeoffs.

[b]Eraser Bot Mk 0[/b] - Target player may edit one of their posts

[b]Conceal-O-Bot "Janitor" Class[/b] - Protect target from 1 kp. The next time that player were to have his role revealed, it is instead revealed at the end of the next phase.

[b]Spybot[/b] - Receive targets full role PM including any hidden details regarding their role (gamebreaking information such as teammates, wincons and other things at the mods' discretion will be redacted). You may target [b]The Device[/b]. Frame every other player in the game.

[b]The Exchange-o-tron "Parity" Class[/b] - Target two players and learn if they are of same or different alignments. They will be bussed with each other this night.

[b]The Exchange-o-tron "Counter" Class[/b] - Any changes that happen from this night until the end of the next day to the radiation counter instead happen to the chaos counter, and vice versa. You will be counted as visiting [b]The Device[/b] this night.
You win with the town.

[i]"Go my little friends! Go!"[/i]
[/quote]

[quote]

Welcome to Catastrophe Mafia! You are the [b][blue]Ghost[/blue][/b]! Because your psionic powers are just what this game required. Every night you may use your powers, but beware, they cost energy! You start with 200 energy.

Lockdown: costs 25 energy. Target cannot use any items tonight.

Cloaking: costs 50 energy + 10 for every person detected. Your personal cloaking allows you to sit outside someone's door undetected. You see anybody who visits that person. However, the longer you are forced to sit there, the more energy is drained from your cloaking device. If you run out of energy while cloaked, everybody can see you and what you're doing (it will be revealed in the daypost that you were poking around your target's home).

Snipe: costs 50 energy. You shoot your target with a tracking device. You can now follow his every move!

Target nuke: once per game. We got good news and bad news. The bad news is that we need intel and we didn't build any comsat stations. The good news is we have nuclear silos! You aim your laser pen at the ground and launch a nuke in the air. Because of the jackass on a megaphone that keeps announcing when you fire a nuke, everyone will drop what they are doing and run. Luckily this allows you to count the people running. You will learn the number of KP used this night. Also its a nuke so the radiation level will go up by 2.

You win with the town.

[i]"Somebody call for an exterminator?"[i]
[/quote]

[quote]

Welcome to Catastrophe Mafia! You are the [b][blue]Blood Mage[/blue][/b]! You use the power of another's life force to fuel your primal magics. Each night, you may target a player to drain of blood. A target who has been drained of blood will be immune to the next heal/protection ability used on them (only the heal/protection action will be prevented, not other aspects of the ability). Draining a player's blood will earn you 1 blood charge. During the first half of the day, you may expend a blood charge to increase your voting power 1 for 1 per blood charge spent (for that day phase). If you have any number of blood charges and a heal/protection ability is prevented due to a blood drain, you will lose a blood charge. Because of antibodies or something you may not drain a player who you have previously targeted until they have had a heal/protection effect blocked due to your ability. You win with the town.

[i]"It's a Keeper's job to remember. Even the dangerous things."[i]/[quote]
[/spoiler]

[b][blue]You find a mysterious message:[/blue][/b]
To my most trusted Brownies:

I am sorry for my absence from your QT, but you cannot know who I am. However, I need you to by my eyes and ears inside The Brown. Our ranks will swell, but I cannot know if everyone is a True Believer or just a pretender. It is up to you guys to wheedle out the non-believers and bring them to justice. I'm counting on you.

-Leader of the Brown

[b][blue]ATTENTION:

Somehow, you find yourselves transported overnight. You are now in Liquidia. Rules for the day:

You may PM each other.
[/blue][/b]

PMs to be sent on D2 action resolution:

To Keirathi: You are dead

To Tehpoofter: Syllogism is not town

To Foolishness: You are dead

To Blazinghand: You have used the Opal of the Heart:

<http://www.quicktopic.com/50/H/bHYqYwdGZxbH>

To Palmar: You have been added to a quicktopic:

<http://www.quicktopic.com/50/H/bHYqYwdGZxbH>

To Dandel Ion: The Opal of the Heart has been used:

<http://www.quicktopic.com/50/H/bHYqYwdGZxbH>