

Archer, [Devotary](#), Dannex, [Ashbringer](#), Books, [Quintessential](#), [Reading](#)

The Ghost Realm

GM: Archer

IM: [Devotary](#)

Players:

Spooky Grey Colored Ghost Dannex

[Faleast's Cognitive Shadow](#)

[Flyingghostbooks](#)

[Reading](#)

[The Ghost of Quintessential](#)

Secret #3: Notes in the Night

The following message appears in both the Elim and Ghost Realm docs:

While many among the group seem to have made up their minds about dragons and the future prospects of the Hunting Party, a few individuals seem persuadable. The members of Skip's Grammar Club (aka The Dragon Bait) have taken to slipping 25-word notes, written on pages ripped from their well-loved copy of *An Enthusiast's Guide to Dragon Spotting*, to the people who do not vote each day. But even after dying, some Hunters refuse to give up. As ghosts, they try to edit the messages that are sent out. Through sheer force of will, and a little bit of magic!, they are successful about half of the time *[Your GM will flip a coin]*. The messages placed in the following chart will be distributed during roll-over. A new chart will be made each cycle. When Dragon Bait die, they go straight to the Spectator document. Everyone else is sent to the Ghost Realm, then may choose to pass on to the Spec doc at any time, at which point they are taken out of the game.

[When you choose to pass on, let me know in your GM PM and I'll strikethrough your name on the player list here and give you a link to the spec doc.]

Cycle One

Kinda quiet in here

[Nobody's dead yet.](#)

Cycle Two

Player	Message
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Gears	
Mat	
Quinn	
Random Bystander	
Shard of Reading	
The Unknown Order	
Ashbringer	
Experience	
Flyingbooks	
Illwei	
TJ Shade	

So did the Elims not send any messages?

They did. I didn't give you the one you would have gotten because you'd died. But I'm actually going to reverse that decision and send you yours so you have an idea of what you're working with. Check your GM PM in about 5 min

Sent.

Just for the record, no messages were sent by the Ghosts C2.

Cycle Three

Player	Message
Gears	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
Mat	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.

Quinn	If you're a villager, know Ghosts (and/or Elims) can talk to people, ask a non-voter. If you're an Elim... why are you like this. -Ash :P
Random Bystander	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
Shard of Reading	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
The Unknown Order	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
Experience	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
Illwei	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.
TJ Shade	Ghosts and elims can send short messages to non-voters. When both send, one randomly succeeds. Don't trust nighttime messages. Quinn often kills Ashbringer. -Flyingghostbooks & co.

Ow. I have been murdered. Oh, the- well not humanity, but you get the idea.

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My money's either on Elim!Quinn or Elim!Mat pretending to be Quinn.

Dannex, you alive? Metaphorically speaking?

I have also become a ghost. Ah. Hello! I'm in a class rn so I can't really talk much but, it seems that we can have some fun if the Elims so choose.

The people who might get messages tonight are Quinn, Random Bystander, TUO, and XP. The elims probably won't send messages to themselves, so we could give each person a password. Each person's message will have everyone's password on it and will tell them to ask the other people for their password. If they have the password, then they're almost certainly not an elim, but if they don't, there needs to be some sort of way to check if they got a message at all.

Elims know we can edit the messages, so I wouldn't be surprised if they selfsend to some degree... but it could work. At the very least we prove that we exist.

Do you know that they know? We should ask Archer. Archer here. Yes, they know about this whole scheme, but they don't know, and you won't either, who receives each message, or if someone receives one at all. You both have a table and the same instructions, then the rest is unknown. If one group sends a message and the other doesn't, the one that's sent is automatically sent. If you want someone to get no information, put a period or something and there's a 50/50 chance they'll just get a dot.

Also, it's up to 25 words. You don't have to max it out. Let me know if you have any more questions, I'm happy to clarify whatever.

Wait, can we just send messages on our own even if the elims don't send them?

So I can bug Quinn for definitely murdering me? ... yes

So let's say you write a message to Quinn. If the elims also write a message to Quinn, I'll flip a coin to see which is delivered. If they don't, yours automatically goes through. If neither of you write to Quinn, they get nothing. Got it. I thought we had to edit the Elim's message :P I wonder if I could make that work for another game. I'd have to get them to submit it early, then let you change like one word or something.

Will people who get messages know that they're from the elims? If not, we can send out messages saying not to trust the messages because they may be from the elims. The messages are completely anonymously delivered. Something along the lines of 'you found a note on the ground! It says xxxxx'.

We definitely need to warn them about the secret messages.

Just to clarify, we can only send to non-voters? You can try to send messages to anyone, but they will only go through if someone ends the cycle with no vote, either because they never cast one, or they voted, then retracted it.

Cycle Four

Player	Message
Gears	
Mat	Mat, you storming elim, I'm so proud of you following in my footsteps. -Reading
Random Bystander	
The Unknown Order	
Experience	
TJ Shade	

I was village. I have no idea why everyone kept elim-reading me. Sorry.... I just wanted to try out a new RP style...
Anyway. I'm like... 90% certain that Reading is village... because I offered a counterargument against exeing him and no one took it. Or, well, TJ voted me : P but that's it. So TJ/Reading team could be a thing but idk. Wrong. Why would I have any reason to lie? Hmm really? Do we know the team then? I didn't see that anywhere in the doc but admittedly I skimmed it.

Ohhh wait wait you're Reading XDDDDD XD I thought you were one of the other ghosts. Wait, so were you vil or not? I'm confused. Village. I knew it. That's why I tried to get the exe to switch off of you--if they voted me instead, you might by some miracle hit an elim. But voting you, you would shoot me and then two villagers would die. Whatever. I think it's time to start tinfoiling about who the elims are. I've got class now. Be back in about an hour

TJ/Matrim/XP calling it now! XD Illwei went straight to the spec doc, btw. Sorry y'all died

Nah, it's fine--honestly being in two games at once was kinda awful. Glad that mess is over. And yeah, that doesn't surprise me about Illwei XD

So you DIDN'T shoot me immediately :P No lol I'm not that dumb. I was being elim-read already, if I'd actually been elim I'd have kept you alive and killed someone else :P

Btw would someone care to explain whyyyyyy everyone read me so elim this game??? Like seriously. It felt like LG72 all over again. You and Illwei going head to head almost immediately may have been part of it, but idk. I'm still wondering why TJ isn't dead... Hence why he's in my guess for the elim team :P And it's not exactly like this--okay, well that's a current game so I can't say that yet XD but. Yeah. I'm. Just really annoyed that that happened because I was hoping to be kind of laid-back this game but then people all decided I was sus so I couldn't.

Yeah, changing playstyles can be difficult... especially without PMs

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But... like it wasn't even a playstyle change? It was just RPin, which... like, I wasn't the only one who did that. Also how does "suddenly speaks from the voice of her character instead of her own voice" translate to "is almost certainly elim"???

Idk. I kinda stopped paying attention to the thread because I was panicking you'd DM me not knowing I could still influence the game :P

"I don't think I'll ever understand what Quinn was trying to do at the end there :P." -Matrim
Didn't have time to say this in-thread and you guys wouldn't have believed me anyway, but I was pretty sure Reading was village since no one else hopped on my plan of *not* voting him. So leaving him alive and getting him to shoot someone else would have had a chance of hitting an elim, where killing both of us wouldn't.

Yeah, I have... NO idea where the sus on Reading came from. At all. It was just that Elim!Him would have been a doom... and even that's not true because the game isn't over....? Elims have to outnumber, which I didn't realize when I did my original analysis XD One of the players is a Dragon, got it :P What?

Exactly! Why does nobody listen to me smh... (this is an unfair complaint from me since in other games I've complained that *too many* people listen to me. But seriously, this was one of the things I was right about and ya'll had to choose *now* to ignore me?) **That is just the way this world works. Also, I'm sus of Mat now.**
I know lol but it's still annoying. And yeah, me too a little bit. (I mean, he's also in my team guess after all). I could definitely see TJ, Mat, and their partner choosing to elect a villager on purpose to cast some amount of suspicion on them. **Plus I'm not good at reading people. It mostly comes down to gut with me.** Third person who voted Reading was Books, though, so that doesn't tell us the third teammate's identity. Oh but maybe TUO? I could see the team all agreeing not to vote for themselves.... Yeah, either TJ/Mat/XP or TJ/Mat/TUO I think (also wait TUO voted for me XD yep okay I'm calling it as TJ/Mat/TUO because why did TUO vote for me? They never explained that) **Dang. The elims will probably win this cycle. Unless they forget to vote, (and the village all agrees to lynch a elim) it's going to come down to 3 consecutive coin flips.** Ohhh yeah you're right it is... And the village would have to play perfectly, find each other, agree--well, actually it'll--yeah you're right, three consecutive coin flips. We basically have no chance of winning this, huh. **It's actually about 12%**

That's only if the villagers all *find* each other. Gears is definitely thinking this through, at least. And he's looking in the right direction (I think). I just hope he goes in that direction and convinces everyone else to follow. **XP is definitely village. The elims wanted to get a exe going on him.**

Apologies for temporarily locking people out of the doc. I was collecting view only links to these and didn't realize how that would affect people's edit perms. It should be fixed now.

Locking the doc for real now.

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Cycle Five

Cycle Six