

## Land of the Living Start<sup>6</sup>

Living role	Dead role
<p data-bbox="107 373 347 405">/u/JamesNinelives</p> <p data-bbox="107 415 305 447"><b>Serial Killer (I)</b></p> <p data-bbox="107 457 768 604">In this world, there are townies and mafiosos. And then there's people like you: people who know how to think for themselves, people who don't rely on others.</p> <p data-bbox="107 653 797 961">Each of the factions seems determined to bring about peace - albeit, a peace with themselves in charge. But you don't want peace, you want bloodshed and strife. For you are <b>**The Serial Killer, Self Aligned**</b>. You need (some of) the faction members alive, in order to hide yourself and continue your trade, and you need (some of) them dead to sate your urges.</p> <p data-bbox="107 1010 776 1083">You have two actions you may take during the night (only one per night):</p> <p data-bbox="107 1131 581 1163"><b>*Hunt*</b>: Target and kill a living player.</p> <p data-bbox="107 1173 776 1283"><b>*Defend*</b>: Why waste effort hunting prey when you can let it come to you? You will kill any living player who targets you during the night.</p> <p data-bbox="107 1331 719 1404">You win if, at the end of the game, the following conditions are met:</p> <ol data-bbox="159 1415 662 1604" style="list-style-type: none"><li>1. You are alive.</li><li>2. At least one town member is alive.</li><li>3. At least one town member is dead.</li><li>4. At least one mafia member is alive.</li><li>5. At least one mafia member is dead.</li></ol> <p data-bbox="107 1652 768 1726">Alternatively, you win and the game ends if you are ever the only living player.</p>	<p data-bbox="824 373 979 405"><b>Spirit Thief</b></p> <p data-bbox="824 415 1479 516">Now that you're dead, it will be much harder to cause the havoc in the Land of the Living that you desire. You'll need to find a way to return, and fast.</p> <p data-bbox="824 564 1487 732">Unfortunately, your talents tend more to killing people, not reviving them. You'll have to find some other way to get what you want. To that end, you realize that you can still take someones life, sort of, as the <b>**Spirit Thief**</b>.</p> <p data-bbox="824 781 1487 879">At night, you may choose another dead player. Any night effects that would target that player instead target you.</p>

<p>/u/elementAggregator</p> <p><b>Musician</b></p> <p>Some men want to build things, and some want to destroy. But you, the <b>**Town-aligned Musician**</b>, just want to play your guitar.</p> <p>At night, you may choose to play one of the following songs:</p> <ul style="list-style-type: none"> <li>- <b>*Distracting Melody*</b>: Target one living player. If that player performs a night action that targets another player, it now targets a player at random instead of the chosen target.</li> <li>- <b>*Calming Dirge*</b>: Target one dead player. That player cannot perform any night actions tonight.</li> </ul>	<p><b>Orpheus, Reincarnated</b></p> <p>As you descend into the depths of the Land of the Dead, you realize that you've been here before. Not only been here, but escaped from here as well, for you are <b>**Orpheus, Reincarnated**</b>.</p> <p>When you are revived, you may choose another dead player to bring back to the Land of the Living behind you.</p>
<p>/u/rebane2001</p> <p><b>Necromancer</b></p> <p>In a world where your neighbors and friends are constantly dying, coming back to life, and then dying again, most men would be driven mad by the insanity. But you? You relish these times, for you are in your element. You are the <b>**Necromancer, Mafia-aligned**</b>.</p> <p>Each night, you may target one dead player, bringing them back to life as a zombie. Sadly, your zombies tend not to last very long. On subsequent nights, your zombies will fall apart, returning to death.</p>	<p><b>Inquisitive Spirit</b></p> <p>In life, you commanded great magic over the dead. In death, you find your powers somewhat blunted. You can still use your powers a bit, to help you investigate the living as the <b>**Inquisitive Spirit**</b>.</p> <p>At night, you may target one living player, learning their role and alignment.</p>
<p>/u/DangerPulse</p> <p><b>Private Investigator</b></p> <p>It's one crazy world these days. People killing each other, corpses returning from the dead. Someone ought to clean this mess up, but they're going to have one hell of a time doing it.</p> <p>Fortunately for you, it's not your responsibility. You keep to simpler jobs, ones that you know you can handle as the <b>**Private Investigator, Town-Aligned**</b>.</p> <p>At night, you may target a player to investigate. You learn if that player is town, and who (if anyone) they targeted during the night.</p>	<p><b>Guardian Angel</b></p> <p>Sadly, you have died, and can no longer live the simple life of a Private Eye that you so enjoyed.</p> <p>But in death, you have become something more: a <b>**Guardian Angel**</b>.</p> <p>At night, you may target one living player, preventing them from being killed during the night.</p>

/u/CCC\_037

### **Cultist**

The end of days. People dying left and right, and dead people coming back to life before your very eyes. In such dark and dreadful times, what is one to do? Well, start a cult, obviously!

You are the **\*\*Mafia-aligned Cultist\*\***. Each night, you may target one other player - alive or dead - to join your cult.

Important Note: The cult is not a faction, and does not change player alignments. It does, however, allow you and your fellow cult members to converse privately.

### **Body Stealer**

Death does not suit you, the grand leader of a cult. No, you must find a way to return to the land of the living - and so you shall, as the **\*\*Body Stealer\*\***.

At night, you may target and kill one of your living cult members. If the kill is successful, you will take their place, returning to life.

## **Land of the Dead Start**

Dead role

Living role

/u/redpoemage

### **Friendly Ghost (I)**

When you were alive, you were terrified of death. You thought the afterlife would be the worst place imaginable, a veritable Hell. Turns out, it's actually pretty nice.

Well, it would be, but you're not a huge fan of some of your neighbors. You'd much prefer it if you could choose who to spend eternity with, and that's just what you plan to do as the **\*\*Friendly Ghost, Self Aligned\*\***.

At night, you may choose one living player, marking that player as a friend of yours.

Additionally, once per game, at night, you may target one dead player, expelling them from the underworld and returning them to the Land of the Living. (You may still choose a friend while using this ability)

At the end of the game, you win if the following conditions are met:

1. You are dead.
2. All other dead players have been marked with your friendship.

### **Suicidal Bomber**

Alas! Woe and miserable tidings! You have been brought back to life, away from your comfortable home in the underworld.

Distraught, you can think only of returning to the Land of the Dead, and come up with a plan: you will become a **\*\*Suicidal Bomber\*\***.

At night, you may choose to blow up, killing yourself. As you do, you may target one living player: giving them a hug, marking them as a friend, and taking them with you.

/u/AberrantWhovian

### **Charon, Ferryman of the Dead**

Death is a rather mundane business for you, **\*\*Charon, Ferryman of the Dead, Mafia-aligned\*\***. In fact, it's *\*your\** business.

It's your duty to carry the souls of the formerly living into the Land of the Dead. Of course, you don't do this for free.

Each time a player dies while you are in the Land of the Dead, you gain one Gold Coin.

Sadly, your job is never ending, leaving you no chance to spend your hard-earned cash. If only you could take a vacation...

### **Wealthy Merchant**

At last, you are away from the toil and drudgery of work, and can relax in the Land of the Living. Here, you are no Ferryman, doomed to endlessly lead lost souls back and forth. Here, you are a **\*\*Wealthy Merchant\*\***, ready to spend the gold you have carefully acquired.

At night, you may choose to purchase one or more of the following items:

- **\*Bulletproof Vest\***: 1G. As the name implies, this item will protect you from a single night-kill.
- **\*Extra Vote\***: 1G per vote. Democracy in action! For the following day round, your vote is worth one additional vote. You may only purchase up to two extra votes at a time.
- **\*Last Aid Kit\***: 3G. A one-use medical kit, you may use this item during a night round to target a dead player and revive them.
- **\*Handgun\***: 3G. A one-shot handgun, you may use this item during a night round to target and kill another living player.

You may purchase multiple items during a single night round. However, purchasing items, using the Last Aid Kit, and using the Handgun are all mutually exclusive: you may perform only one of those actions.

/u/Princess\_Moon\_Butt

### **Despised Spirit**

You are the worst. Just the absolute worst, a truly awful and miserable sac of ectoplasm. At least, that's what everyone tells you, the **\*\*Town-Aligned Despised Spirit\*\***. You don't remember what you did in life to make everyone hate you, but you must have been someone or something horrible.

If you are investigated by a player, you are seen as hostile to them.

At night, you may choose to target and visit another player, forcing them to suffer your despicable presence.

- If you target a living player, that player will be so disquieted by you, that they will fail to perform their night action.
- If you target a dead player, that player will be tainted by your disgustingness, and their vote will not count in the following day round.

### **Politician**

You now remember why everyone hated you: you are a **\*\*Politician\*\***. And a somewhat corrupt one at that:

Your vote counts for one extra vote. Well, sort of. It's not a full two votes, more like one and a half votes. But who's counting?

Additionally, once per game, during the day, you may declare a **\*filibuster\***. If you do, the town will not kill anyone that day, no matter how many votes are in agreement.

/u/Kody02

### **Selfish Spirit**

Well, you're dead. Shame, really, but it happens to everyone: the great equalizer. Except, it's not really made everyone equal, because **\*some\*** people are apparently returning to life.

That's absurd! How can **\*they\*** be allowed to return to life while **\*you\*** are stuck toiling away in the afterlife!? It should be you up there!

Well, you may not be able to force your own revival, but as the **\*\*Mafia-Aligned Selfish Spirit\*\***, you can at least prevent others from being revived.

At night, you may target one other dead player. If that player would have been revived during the night, instead, nothing happens.

### **Graverobber**

You have returned to life. And what a good life it is!

Your time in the underworld has helped you get to know a lot of people... get to know where their valuables are, at least.

You are **\*\*The Graverobber\*\***.

Each night, you may target one dead player to steal from, learning their role and alignment in the process.

/u/Rushelers550

### Oracle of Dreams

It's not quite accurate to call you dead, since you were never truly alive to begin with. You are no mere mortal, you were created by the Gods to dispense divine wisdom to their followers. You are the **\*\*Oracle of Dreams, Town-Aligned\*\***.

At night, you may take one of the following actions:

1. **\*Divine the Living\***: You learn how many living players are members of the Town (before night-kills/night-revivals). You may only perform this action once.
2. **\*Divine the Dead\***: You learn how many dead players are members of the Mafia (before night-kills/night-revivals). You may only perform this action once.
3. **\*Grant Wisdom\***: Target any player (alive or dead) and choose a second player (again, alive or dead). The targeted player will learn if they share alignments with the second player.

### Oracle of Flames

Returned to the Land of the Living, you realize that your prophecies are wasted on those you have given them to. It's time to take matters into your own hands, as the **\*\*Oracle of Flames\*\***.

At night, you may target and kill a living player, engulfing them with your sacred fire. If the kill is successful, you will learn that player's alignment. However, death by sacred fire is not permanent - the player will return to life on the following night.

/u/Jibodeah

### Schrödinger's Cat

There once was a mad scientist, who loved to torture and experiment on imaginary animals. He would lock them in cages, expose them to deadly radiation, and all sorts of nasty things. As **\*\*Schrödinger's Cat, Town-Aligned\*\***, you know all about it.

You exist in an odd state of being - simultaneously alive and dead. During the day, you may vote in both the Dead and the Living threads. As long as you are in this state, you only count as half of a living player, and as half of a dead player, for the purpose of tallying player counts at the end of the game. Additionally, as you are already dead, you are immune to night-kills. Similarly, you are immune to night-revivals by virtue of being alive.

You may choose to observe yourself during a night round, collapsing yourself into a single state of existence (your choice of alive or dead). If you are selected for death or revival during the day thread, your state will similarly collapse, but your resulting fate will be determined by whichever action was enforced upon you. If you are simultaneously revived and lynched, you will remain in your state of half-life.

## Day 1 - Land of the Living

Sun rises over the town, and the remaining town members begin to wake and greet each other. Yet their greetings are not entirely cheerful - they know that soon, some among them will die.

Day 1 will end Wednesday evening, around 8:00 PM EDT.

Note that two rules were added to the [rules thread]([https://www.reddit.com/r/PloungeMafia/comments/hlb7w2/revival\\_mafia\\_rules\\_thread\\_last\\_call\\_for\\_signups/](https://www.reddit.com/r/PloungeMafia/comments/hlb7w2/revival_mafia_rules_thread_last_call_for_signups/)) to clarify tied votes and day endings.

List of living players:

1. /u/CCC\_037
2. /u/DangerPulse
3. /u/elementAggregator
4. /u/JamesNinelives
5. /u/Jibodeah
6. /u/rebane2001

## Day 1 - Land of the Dead

Sun can't really rise over the Land of the Dead, there not being a sun to rise, but nevertheless, it is morning. The spirits of the dead begin to stir, restless, longing to return to the world of the living.

Day 1 will end Wednesday evening, around 8:00 PM EDT.

Note that two rules were added to the [rules thread]([https://www.reddit.com/r/PloungeMafia/comments/hlb7w2/revival\\_mafia\\_rules\\_thread\\_last\\_call\\_for\\_signups/](https://www.reddit.com/r/PloungeMafia/comments/hlb7w2/revival_mafia_rules_thread_last_call_for_signups/)) to clarify tied votes and day endings.

List of dead players:

1. /u/AberrantWhovian
2. /u/Jibodeah
3. /u/Kody02
4. /u/Princess\_Moon\_Butt
5. /u/redpoemage
6. /u/Rushelers550



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Night 1 Actions:

JamesNinelives defends, kill all who target him

CCC targets & kills JamesNinelives, dies.

DangerPulse targets & investigates JamesNinelives (non-town result), dies.

No submission from Rebane

Redpoe friends Dangerpulse

Kody02 no-ops

Rushelers divines the living

Night 2 Actions:

JamesNinelives defends, kill all who target him

elementAggregator roleblocks CCC\_037, revives him

Kody02 no-ops

CCC\_037 no-ops

Redpoe friends Princess\_Moon\_Butt

DangerPulse doctors elementAggregator

Rushelers grants Dream: to Princess\_Moon\_Butt about CCC\_\_037

Night 3 Actions:

Aberrant buys Last Aid Kit, Bulletproof Vest

elementAggregator roleblocks CCC

CCC kills JamesNinelives

Redpoe friends Rebane

Rushelers grants Dream: to Princess\_Moon\_Butt about AberrantWhovian

Night 4 Actions:

JamesNinelives defends

elementAggregator roleblocks CCC

Kody02 graverobs Rushelers

Jibodeah observes self to life

Rebane revives CCC (will result in a death end of N5, if reached)

Redpoe friends Jibodeah, revives CCC

CCC tries to kill JamesNinelives, is blocked

Aberrant revives self

Rushelers grants Dream: to Jibodeah about Dangerpulse