

Tel'aran'rhiod

Welcome to Tel'aran'rhiod, the World of Dreams! When people die, their spirits go here until the Wheel needs them again. Just because you're dead doesn't mean your role in this game is over with doesn't mean your spirit won't linger on. We can hang out in here until the Pattern spits you back out again.

Assign yourself a color below, saving GM Black for myself, and let's get talking!

Quick Ruling: The Dead can not haunt the living by posting in the thread.

Well, can we haunt each other then? >>

Renegade (Gade)

Panda (Jain)

Kas (Kaim)

Jae

Joe(I)

Mailliw (Malai). Choosing red this time.

Aspren (Sprenil)

Alvron (Ralv)

Bunnt(Binnut)-

Theorymaker (Nath)

Kal Dell

Erik (Sir Jerric)

Aonar (Leas Fel)

Bah, not even going to bother trimming this one. Way too much to go through! :P

[End of Doc](#)

Salutations, Gade. :(

Hello.

The villagers done messed up....

Yep. That's probably not good for them.

Nope, not really. Hmmm. I'm debating how much I'll share with you, since you're dead now anyways. (Just throwing that ruling up there so we don't have a plague of bunnies like in Game 4 >.<)

That would be terrible. (I still can't believe I was killed by a horse.) Yeah, that was a very awkward write-up to produce. A friggin' lynch vote by a *horse*!

Meh, being the first to die gives you special privileges. Quick question: You won't share the Master Sheet link if I let you sneak peak it, will you? :P

No

(Our lil secret) ;) I mean, we'll need *something* to talk about in here until the Night ends....

That is funny. Especially since I ended up being in a PM with the PF and a DF.

XD Don't you love it when that happens?

And they didn't even do anything against me...

Yeah, only the villagers were responsible for this mislynch. :/ And you being the only WC will really hurt them.

Now what will happen after the innkeeper has been killed? No more drinks for them, I guess.

Actually, Khamsi is considering moving in and setting up shop. ;) The audacity!

Maybe she'll suffer the *curse of the innkeepers*...

lol. What I found disappointing was you died before you got to fulfill your RP of hating the DW messages that will end up getting scrawled on the walls. :(

Yeah, I was hoping I could do that.

I was astounded when Bela threw that second vote on you. I had even spent the last hour writing up a No Lynch write-up, since it was 3am and looked like it wasn't going to change. But nope. That *damn* horse.

Yep, and I was the only Whitecloak. I wanted to detain people in the cellar!

Yeah, no regular role-blocking will really hurt the villagers. Guess I didn't need to work out all of those role-block clarifications after all.... >.<

I was going to detain Witless so he wasn't killed right away. Although I guess that actually wouldn't change much.

Yeah. Let's see how well the Aiel-blooded Town Fool does as Mayor, though. :P Lynching you was a great start....

How dare that panda call me "not too important"!

lol, I would actually say WC was one of the town's *more* vital roles. WC and Thief-Taker. T-T takes the top as most important as he's the only one that can find the Forsaken *and* Fain, and also can't be role-blocked. (Not that that really matters anymore...) Oh, and want to know Jain's DW message?:

"I'm a good guy. Trust me."

^^I know I wouldn't trust that if I were playing the game and that was posted with a write-up....

Yeah, that's a little suspicious.

Only a little. :P

This should be fun, watching the foolish mortals try to kill each other...

Ah, yes, as a spirit of Tel'aran'rhiod, you are above such petty human squabbles now.

Well, at least the Padan Fain has some reverence towards me...

?

I was referring to Kas's post.

ah, haven't looked back at the thread in a few minutes yet, lol. Keep Doc hopping...

Are the DFs talking a lot?

Not as much, but it's been starting to pick up.

They could be rather powerful, considering the combination of roles they have.

Definitely. And Khamsi as a Dreadlord gleewoman? Friggin' awesome.

Yeah, that'll be interesting.

But yeah, when one of the first few votes got thrown on their Forsaken, and eventually got seconded, they were pretty worried there for a second.

Yeah, I could see why. These villagers are crazy! This has to be the most lynch-vote-changes in the first day of an elimination game.

Yeah, I had to go and like, quadruple check count all the votes and retractions to make sure.

That's a lot of changes. Which will most likely put the villagers under suspicion. So, right now, I think the villagers are going to end up lynching each other for the first five days or so.

Also, I just realized how correct Mail's gut feelings are.

Yeah, and the unwavering position he took on the vote, too. Almost like he already sniffed the Forsaken out...

Woah.

Yeah, that was a scary good gut feeling on his part though (And perfect for his Role). Let's see what he does with it next, though.

Somewhat ironic that I was lynched for defending the person who wanted to lynch the Forsaken. Although, I wasn't really trying to defend him.

lol yeah. My favorite other irony in the game so far is that Fain's character is a retired thief-taker..... they must not be able to smell and track down evil anymore because they're *covered* in the stuff

That's interesting as well. I have a feeling the horse will be lynched next.

Not poor Bela! (before I go further, you familiar with the WoT books at all?)

Not really. I have the first book, but I haven't completely read it through. But I did read the glossary so I could understand the game.

Fair enough. I just realized some of my joke-rant I was gonna go on might be a lil spoiler-y. :P

But, alas, I must leave you alone in the world of dreams for now. To go to my own world of dreams.

Alright.

Sorry about the early death. But at least you now get to revel in just how bad the villagers will start messing up. :P

Heh. This will be funny.

Just remember, *shhh* ;)

Really, Ashiok? That hurts (and is more than a little suspicious). :(

Looks like people are getting suspicious of the horse. Which is not particularly good.

Apologies for the crack at you in my clarification post. ;)

No, that's fine. Oh, and I think Witless is now an honorary temporary Freed Bridgeman (he has double lives and votes).

Huh, very true. He has the strongest *word* in all of Drell's Crossing!

Which doesn't make too much sense, considering his character...

lol, yeah, being a Town Fool worked out great for how things are turning out.

I guess it's the insane people who survive.... and get double votes and lives.

We'll blame it on Ta'veren effect on the Pattern.... but yes. You spread Chaos last game, and was rewarded with the same blessing.

So is Witless going to switch sides at the most critical time?

Depends on how Fain plays his game, I guess. I hope so, though. But it might be *too* obvious. Which means, if he wants people to think he's a new player, to throw them off his trail, it is a possibility.

That would be funny.

Is Fain corrupting anyone tonight (so far)?

Not that I'm aware of, yet.

It seems like it would be a good idea to wait, since he hasn't been threatened yet, and waiting until later in the game to corrupt could be beneficial.

Very true, because if he gets taken out early, then the corrupted he left behind kinda are screwed. And he can wait and see who's role is most useful to the town later on to try and take them out. It doesn't help that most villagers with power roles have already revealed to a few people each what their roles are >.< Fain's best move would be to convert the thief-taker so he can't be tracked anymore and not have to worry about being discovered via roles.

That makes sense.

What I *really* want to happen is Fain to stumble upon a DF and Corrupt them, so he can convince them that if the Forsaken is gone or in danger, to them them out with the group-kill then convert the rest of the DFs or other useful town rules to his side. Cause as long as Fain has at least One Corrupted Darkfriend, even if they're the only DF left they can still make a kill each night. (The DF, not Fain, so he can still convert if he has any left at that point)

That would be very useful, but also dangerous.

Oh, very dangerous. But Padan Fain lives on the edge of danger! His evil so vile, *Machin Shin*, the Black Wind, that contains all the tainted insanity and evil of The Ways flees from him!

Yeah, I guess.

lol, but I'm gonna get going. Hopefully this thing will be more active with other people soon enough for you. :P

Alright, see ya.

Not long until people start joining me in ~~laughing at the petty mortals~~ eternal boredom.

Hopefully! Night 1 needs to start with a bang!

Nope. No deaths. I guess that isn't a bad thing for the villagers, but still...

Hahaha, yeah, a little company would be nice, though. :P

I love how terrible everyone's assumptions are. I mean, it isn't their fault, but it's hilarious how they are thinking of everything completely incorrectly.

lol, yeah, the assumptions starting to be made are getting pretty amusing. :D

Rule(?) #1 of elimination: People can't resist talking about their role in the third person. Anyway, basically all of the people deemed "suspicious" so far are villagers. So, it's probably going to take a while until the villagers get a successful lynch. And by that time, they're basically dead. Unless they use their abilities wisely.

Oh yeah, this game can still go either way. I'm hoping people start to realize soon there's more Villager roles than others, so they realize that's where the real power is supposed to lie this game.

It's hard to tell what the villagers' plan is at this point. But so far, I think that the PF might have a chance. He's staying under their radar.

Him showing up as a Regular Villager when Viewed definitely will help him out.

Yeah, that'll help. If he stays alive until the middle/end, then he'll probably win.

Yeah, for him it's figuring out the balance of taking out any vital villagers/power roles out early in the game with corruption, and keeping enough power uses til late game so he can just swing for the majority. And staying under the radar while doing so, of course.

I think he'll live for a while. And I'm guessing that Waes protected himself yesterday. (Yep)

Was a really good call on his part. Although, it did make for a rather boring write-up overall. No deaths is never any fun, lol.

Deaths are always fun. But I can see why he did what he did. I'm guessing he's waiting to get more information before using the other actions, since they all affect other players.

Probably. Since I'm not PMs, I'm still in the dark as to what people people are planning, actually. It's pretty interesting to just see who's peoples targets are with sometimes little or no context. :P

I'm not sure that going for Lam would be the best option for them (even without knowing his role) but whatever.

Yeah, that was a pretty sudden bandwagon. But 3 votes is also the lead that's needed to beat the Dragon Fang and the 2 Mayor Votes, if the Mayor votes for someone with the Fang.

I'm not sure what will happen yet. Unfortunately, Lam was really the only person who got one of his suspicions right.

Yeah, I hope he can get on and get a good defense for himself going.

Well, if he does die, hopefully they'll look into the two he saw as suspicious.

Yeah, I can't wait to see what happens this cycle, though. Hopefully they'll give me something better to work with than a fool as mayor and horses making killing votes this time around XD

Hopefully.

How does it feel to have been lynched by a horse, essentially? :P

Uh... it's odd.

Yeah,, I definitely didn't expect those results. O.o

It was... disappointing.

Yeah, dying within the first night or two seems like it's never really any fun. :/

Well, I did survive the entire last game... which involved a lot of luck. But I still survived!

Yeah, I'm surprised I usually last til the end of most games. Not because I'm a key player or a threat or anything, I've just never really been taken out too early for some reason (except for the First Quick Fix, I think I died Night 2)

Yeah, it really was just that horse's fault this time. There's nothing I could do about that.

Yeah, whoever is on during the last few hours of the Day Cycle really do get to 'control' the vote kind of, if it's a close one, sometimes.

And nobody's going to get locked up this game. That's a shame.

Yeah, I was hoping for some Detained, role-blocking shenanigans this game. XD

If I were alive, I would've detained Witless. That would've been funny (and useless as well, actually).

Still, locking the Mayor up for the night. The audacity! lol

Um, it's *obviously* for the mayor's protection. Yeah.

Well, that is a decent target, actually. Since she has no abilities to use, and the Mayor can become a target very easily.

I feel like electing a mayor is like electing the person who rules Azir (that's it) during WoR. Nobody wanted to do it, because they knew they'd die.

lol, basically. XD But I think I'm bout to get going now, going to go try and have a beach fire. :P

Alright.

You take it easy, and try not start talking to yourself! It can get pretty lonely being the only dead person, I imagine.

Indeed. It's like a ghost town in here.

bah dum chh

I'm worrying this cycle will turn out exactly like the last. Right now, there are 3 votes against 3 different people (if the DM is included), which is not good. The sad part is that only one of the non-villagers has voted so far, so... this might be a very long game.

Yeah. :(I think a lot of people may have a 'lack of interest' since there's not that many people with Power Roles, so they may feel that, as a Regular Villager, they don't have as much part to play in what happens. Although, at least half of the roles are normal villagers, and with the Channelers burning out and Fain's Corruptions, there could be even up to 5 more roles lost by the end of the game. I specifically did that because I believe people have been getting too used to 'Role Madness' where almost everybody has a role, so hopefully this can change that. :/

Seems like the DFs are doing a lot better job of being inconspicuous than I was. Everyone that contributed to my death in some way was on the villager's team, which is sad. I mean, the DFs don't even have to do any work right now, with the villagers doing all of it for them.

Honestly, the villagers are *far* more bloodthirsty in this game than the Darkfriends. Which scares me (or at least it would scare me if I weren't dead, obviously).

What I don't like is that the first post I made was used against me, and then it went downhill from there. I mean, yes, I realize that I (unwillingly) betrayed everyone the last game, but that doesn't mean you have to kill me off early, does it? (Okay, maybe it doesn't give me a whole lot of credibility, but still...) Oh well, I'll do better next time.

You're right though, players should not be judged for their actions from previous games, or at least that shouldn't come into account when making decisions of what to do in the current game. And the votes have been very sporadic and spread apart, there has been a decent amount of discussion, but there have been only a handful of people who have actually voted so far. :/

Yeah, that's a bit of an issue. I'll probably vote early in the next game, so this doesn't end up happening again. As it stands now, the village is about to lose their Wisdom, which was the other protective role. And that's bad.

Yeah. :/ Doesn't help he's been inactive so he can't come on and defend himself.

And if he does die, then I'll still be bored here.

:(Yeah, this game has *not* been nice to you so far.

I'm honestly surprised at the way the lynch votes are going right now. It's... strange. I thought everyone would go ahead and lynch the horse, but no, that's not happening apparently. Well, it could, but as of now it won't.

Wait, how does lev know that at least 2 Dragon Fang votes were put onto a player other than herself? It's not possible for her to know that, is it?

Not unless other people told them.

But why would they do that?

No idea. Bela could totally be lying, which makes no sense to me, but I dunno.

I think they underestimate the number of vanilla villagers in this game. And there's only 1 DF villager.

I'm guessing Bela voted for someone else, which would explain 1 of those votes, but how could she know if someone else was voting with her?

Yeah, I'm not sure.

Not much going on right now. Although, since it's still early in the game, that's to be expected.

Yeah, things should start heating up here pretty soon, hopefully.

Why does everyone assume that inactivity is suspicious? It just means you're busy or something. It's only suspicious if you're watching the game frequently.

Yeah, definitely. If someone hasn't logged onto the site or been active in other parts of the forums either, then it's usually just inactivity. But if you notice people lurking, then that's sometimes a good sign. I remember when I was Spiked in Game 2, I actually would log-out sometimes when looking at the thread just so I'd show up as a Guest viewing the thread, and not me. :P

I'm working on a chart right now, for the next game I'm running. Well, a mock chart, at least.

Oh? What for?

I feel like making a chart, really. I'm bored. But it should be an interesting game.

Nice, can't wait to see what you come up with.

It's a medium-length game. There are no night cycles involved, but it's more in-depth than a Quick-Fix game.

Makes sense. Definitely sounds mid-range sized.

There's up to 3 deaths each day, 2 of which are from Team Evil (the other being the lynch). But there are role-blocking abilities and stuff. And secret alliances.

Ah, gotta love Secret Alliances.

Yeah, there are... alliances. It's a Stormlight game. There aren't a whole lot of secret alliances, since there's only the good and evil teams, but there are some secret things going on.

I had an idea last night for a Stormlight game, where Odium-Spren or whatever went around corrupting people, like the Fain mechanic kind of, but there would also be a 3rd party of 'Windrunners' also going around gathering people as Squires.

Oh, yeah, I have Windrunners recruiting squires, but not the spren or anything. But there are Skybreakers. And the Lashings.

Hm, that could definitely add up to a lot of fun craziness, lol.

It's interesting to go through this chart that I'm making. The tension and uses of abilities in the game are increasing as it goes on.

Yeah, as more starts to go in, it's insane exactly how many possibilities for different role interactions there are. Like how I made so many different types of role-blocks in this game, some of the interactions get *really* funky and was really tricky to work out. Even still now, there's things that come up that I hadn't even predicted yet.

So the game will have Skybreaker followers, who are evil, but have no abilities. But the funny thing is that they can also be taken as Squires and given powers. Which makes the game less predictable.

Yeah, sounds super interesting though. (When Wilson and Meta read this, I call *Dibs*)

The three of us have been calling dibs on games that are coming up, since once of us always has to sit-out from a game, so that's our system or deciding who gets to play what games. XD

That's one way of doing it.

lol, yeah. I'm going to be hopping off for a little bit now, though. Don't go all schizo on me again! ;)

I'll try.

Although now I suspect you'll just hide it in white at the bottom. :P

Wow, a lot of stuff happened while I was asleep. Well, at the very least, two of the DFs are starting to look suspicious to the villagers (hopefully).

Welcome, Jain. Gade finally has somebody to talk to! :D

Other than myself, obviously.

Oh hey. Went out real fast this time. They just had to lynch their villager Dreamwalker, didn't they? They can say goodbye to their PMs then. Least Kas continued the toy panda legacy :D.

Oh, do we get to see who the players are?

I showed Gade the list just because he was the first dead and had nobody else to talk with/about, really. But as the DOc gets filled up more and more, you all will mostly be able to figure out who's who and what regardless.

I reckon I should get the "Early Leaver Award". I generally die within the first 3 days.

lol, well can you blame them? Erratic behaviour can be rather suspicious sometimes, especially when you weren't trying to help the villagers too much, it seemed like. (And you *did* troll them, although they didn't know that at the time) :P

I'm erratic. Most of the time, I win games and contests 'cause I'm so erratic.

Save for Elimination games, apparently. :P

No one ever expects me using a MAAW to kill a Hind in COD for example. And yes, I tend to suck at Mafia for this reason.

That's a lot of deaths.

I wonder what gave me away. Good timing though. My university just gave me an admin emergency I have to sort.

Between paying for an extra semester or taking extra classes...feh.

Gamma/GM Almighty: who hit me?

I'm pretty sure it was the DF Channeller. But what happened to the second Dreamwalker's message? There is a DF Channeller? I'm really hoping that person hit me because I would hate to think it was Awes :/

DF Channeller hit you, with a last minute random attack, basically. XD and I initially forgot the Dragon Fang and the DW Message. >.<

If they lose, it'll serve them right. I had intel they were going to get, but they decided to flame me. So be it. (Gamma/GM Almighty, if I ask very, very nicely and promise not to leak, can I please see the assignment sheet too? :P)

Btw: King has jokingly noted that the PF doc is now very much like the 9gag meme: forever alone ;) He also says: 'Good Guy Fain: Comes to your village, doesn't corrupt anyone.'

I guess that's upsetting. (But so is being lynched by a horse.) Agreed.

Are you kidding?

I AM FREE!

(shhhh) ;) What cheatsheet? :P

Ha! I *knew* Ash was behaving strangely!

I thought it was kind of obvious after he denounced my death.

I actually twigged onto it because of what was going on in chat. Binnt--I was seesawing about him, but it seems he actually was.

Yeah, 3 of the DFs have already drawn some sort of suspicion, it seems. And the only one who hasn't fire blasts Padan Fain. XD (From my perspective, this deserves a 'Doh!' Award. Because I would've been willing to work with them against the Village.) Also, if you think about it, Jain's panda *did* burn in a fire, as per your wish. :D Thanks! :) Good Guy Gamma! That's strange, since the DFs should have seen Kaim as a regular villager.

Yes. I don't think they saw him as Fain. But the thing is, I was somehow involved (I'm guessing) in their inner circle (which Shiv is a part of), which made me a decent target.

I think the fireball to you last minute was to make that all 3 targets were people who voted for Bela, trying to play off the idea that the DFs are inexperienced kind of, so that'd be a really noob, obvious move for them to do. So trying to mess with villagers that way.

Fair enough, but they *are* kind of inexperienced. They've only got Shiv, who is experienced. Ash was really, really obvious and Wilson was onto Binnt.

Yeah, for their reactions to suspicion alone in the thread, I would have probably pegged Dellan or Trimat if I were playing. Trimat, I only pegged because of how strangely he was behaving in PMs. Binnt was less obvious in that regard, but his continuous insistence that Fain was the bigger enemy (please?! I can't even kill with a butter knife!) and that we couldn't trust Awes because *Fain* made me a bit suspicious. And...he never led. Shiv and Dellan I'd have missed entirely. How so? (Personally, I felt it was rather strategic for him. One more night and I'd have had them in an uncomfortable position.)

He's only protected himself so far. I didn't even know the Mask of Mirrors could do that.

It really messed with my plans. I mean, selfish, yeah, but it was also a good choice. He knew the Viewer, Wolf-Brother, Thief-Taker, Aiel-Blooded. I knew the Dreamwalker, etc. If I'd Corrupted him, the intel would've really messed with the village. Mask of Mirrors was meant to fend off both Fain and our fear of a double-tap.

Personally, I wouldn't have given anyone my role. I'm much too paranoid for that. I mean, if Waes did turn out to be evil, we'd be doomed by now.

That's fair enough, and that's your choice to make. I do think we needed to organise, and while I overstated my point in-thread, I was very certain Awes was not evil. (But I can see where you're coming from.)

I tried to create the Fain role to stop the trust blocks like Awes has been building, cause when I did that Game 3 and happened in Game 4, it usually meant that one or two people began directing everybody's abilities, and that's not a very enjoyable experience for other players sometimes.

Agreed. Speaking of which though: Gamma, what did you think of my plans at that point? I feel like I could've caused some legit chaos had I not been killed, if I'd gone with it and converted Awes/Aonar.

You definitely had a shot, I think. I ultimately wanted you to take over the DFs, and get them to use their Night Kills for your advantage as well, eventually. But, alas. Maybe next time this role gets a test run. :P

The plan I'd more or less settled on was Aonar, Awes + DF. I needed the intel to allow the DFs to cause some major damage. Also, Gamma, I'm sorry you never got to send that brilliant meme :P King also has a new one: "Good Guy Fain: Comes to village, becomes villager."

The way things are going now, the villagers might take out the Forsaken today, and then the DFs will only get one kill a night.

Hopefully. If Maili's instinct on Dellan gets listened to. Dellan got Fanged because they were planning to test for Fain and the Forsaken among the villagers (i.e. see who is not Fangng when they should be.) Let's see what the plans were--Viewer scans Lam, Maili tracks the Viewer to make sure the Viewer isn't faking the claim. Awes Waters himself that night. Aonar was already scanned, and he was meant to be the handler for the Viewer. They don't trust Shiv and Jerric fully, and I hope my death means that they'll be even more cautious. The inner circle should really just be Wilson, Awes, Aonar, and Maili (and is, for now. Awes actually has a pretty cunning plan to hide identities from Jerric and Shiv, which should help them.)

In all this, I have no idea why I was targeted.

^^ Jae?

Yep

Ah, yes. Random luck of the targets, and you voted for Bela. :/ DFs trying to use that as a distraction. Oh, and welcome to the Secret World of Dreams. :D

Cheers.

I can't say this is all that fair. All the experienced players are getting all of the power and information.

? Gamma used a random generator.

I think he means in how players are forming trust circles/reaching out to each other, and it happening more with older players, not as many new ones. Yeah, that.

I can't deny that, but to be fair, Awes cottoned on to that problem which was why he tried to PM and talk to newer players. I did too. The problem was, those conversations died. I talked to lev and Newan; neither one said anything after a brief discussion. I spoke to Grey, who isn't new, and Jim, and that died too. Even Douza fell silent after a while. I'll admit that some of it is the fact Awes and myself and Wilson (to a smaller extent with Wilson, for me) had rapport, so he immediately contacted me slightly before the game started and we just kept coordinating from there. But to some extent, I'd like to say it has to go two ways. If I keep spamming messages and no one's replying me, I can't set up a trust circle with them either. I had Gade and twelfthrotoft- that tried to contact me, besides Wilson, and it did die in there. The conversation I mean.

Then I died.

Hey, at least you have people to talk to in here now, Gade. :D

Yeah, that's good.

And FWIW, Rengar: I did honestly want our trust circle to work out. And then lev jumped the gun and had you lynched on Day One. (And it honestly started to colour my perception of him after that, I have to admit.) Although technically, Maili got me killed as he asked me to vote for lev >>. Also, you might be interested to know: you were one of my top candidates for Corruption. Then you got lynched :/

>.< He didn't want to worry about your competition. *He's* the thief-taker* in town, he don't need yo' retired Thief-catcher candyass running around, corrupting his villagers, laying your evil scent all over town. :P

He could've talked! We could've worked something out! I'M GOOD GUY FAIN. I WOULD'VE LISTENED! OFFERED HIM COUNSELLING FOR HIS ISSUES! >>.

Good Guy Fain. >.< Alas, Mashadar pandas never happened.

IKR? But it's sneaky, the fireball kill on me: I bet people will start to worry about Awes now. Will probably demand that Maili sniff him today. Which will derail Viewer plans a bit. In addition, I was meant to be the Thief-Taker's handler. If they draw Jerric or Shiv in to handle that, it could get really bad. *But* I think they won't. They'll probably just give it to Wilson.

I wanted to do more for your death, with the whole sniffing thing, but yeah, I was running out of time. XD I hope Jae and Joel are glad with the deaths I gave them as well.

It was awesome as it was. I do wish I got to see Awes's and Wilson's reaction though :P

Pity I didn't get to corrupt Rengar. I think that'd have been brilliant. No one would have expected it because of QF2.

It was very nice, indeed. ~~Reaction to what?~~

I love switching sides and betraying people. It's fun.

I'll remember that for future cases when I need to press-gang someone into my evil football team ;)

How sensible are you, Kaim on the football issue? There would be a.. oh never mind.

? (It's hilarious actually because I kept joking about Fain's evil football team and then talked about the World Cup.) That, exactly. Sensible in what sense, then? Was going to make a joke of it. Go on! Make it! :D It was a banal, if you're English, Oh the irony. I'll see myself out. I am confused...? I get that the joke is about British football v. American soccer, but... :S You lost me. Wait you're not English? No, but I'm from an ex-British colony. So we learn Brit English. Oh, right, sorry, "colour" got me confused. Sorry >>.

"Good Guy Fain wants to recruit you to his football team" :D

"Apologises for putting you in an awkward position" ;)

That purple and blue are *really* close shades, really hard to tell apart in that text block XD

Apologies, GM Almighty. Apologies indeed :D lol, s'all good.

Oh, so the DW message is up. With secret letters, as usual. The italicized letters spell: Trust the Watcher.

Unfortunately, the Dreamwalker approached me >>. He didn't tell me ev--shit. Scheisse. Rust, rust, rust. I spent the time trying to curse in Chinese and then failed. Haven't cursed in it in years. *Rust*.

Oh, and there's white text as well. A bunch of numbers.

Mr T's code again?

And some Old tongue!

...I hope they listen to Jerric and set up a backup system soon. I was about to say, Alv approached me telling me he'd told his role to Wilson (and Wilson mentioned the Dreamwalker approaching her, so I knew his role then even though he didn't say it) and then I remembered: the other person he'd said he'd approached was Shiv. *groan*

lol, and Ralv was *almost* their target. Shutting down PMs would have been a real nice move, I think. It may have cast suspicion of Shiv, but besides fireball, he still has all his Weaves and if used smartly he could have done some damage before being immediately taken out.

Actually, I think it'd have cast it more on Wilson, as Shiv never claimed (not that I know of) to have the Dreamwalker approach him, meaning Wilson would've taken the rap if Alv hadn't spoken of it to them. He mightn't have--I was his backup. The whole "If I die tonight, one of them is a DF" schtick. Granted, they didn't know I was Fain, but as I do, it was a mistake for them >>. At least Awes will be warned that there is a second channeller though. That's all to the good.

Yeah, although if discovered as the Channeller, he could maybe try and claim 'vigilante' villager, but one Viewing or tracking would undo him.

Blasphemy! There is only one Batman! :O Vigilante villager? (Sorry, didn't follow.)

He didn't ally with anyone not to let his role out. I guess. ? I have a feeling I'm just being naive. But maybe he could claim he tried not to weave any connections to .. it doesn't make sense, ignore me. No, come on man, we're all in this together :)

Even if it doesn't sound like it makes sense to you, we can tease out something that does. Go on? I was just trying to explain what I thought Gamma meant with vigilante. Ah yes, got it. Thanks! Makes sense now, and I think you're right. (I read what Gamma meant as 'villager'--the regular role, so I was confused. You picked up on what I missed: he meant, a vigilante village-aligned channeller. Whew. Alliterative mouthful there.)

You know what? The DFs made the biggest mistake of all, I just realised. I'm here. Rengar's here. And Jae's here. You know what that means?

50k dead doc. Deal with it >:)

We've got a ways to go, but we can make it. :) We're all partners in this endeavour. They can keep their fancy schmancy circles of trust. We got us here.

You did set us up nicely, Rengar. Was it really that lonely?

In here? No, I was talking to myself a lot. There's a few pages of me musing to my alter egos or something. I noticed and loled.

...speaking of which, I'm also glad that they killed me on Night 2. Right after Awes, Wilson and myself created the longest 3 person PM ever, beating out Gamma and Wilson by a page >>. Night 2 is turning out to be the night I keep dying on >>. (And yes, if I had corrupted Aonar early, he'd be Aan'allein right now. Really, really Aan'allein.)

I hope we can see the docs from the last game soon. Those were fun.

Ours was rather dead. The Nobles'.

It was really funny to learn that the Sharders wanted to kill me for, like 3 consecutive turns, but I kept surviving.

IKR? I was really tickled when I found that out. Also, how did our doc go after my death?

I'm not entirely sure, but I know we got at least somewhere around 60k words.

Ha! We definitely outwrote you guys then :P

It was mostly me and Jerric, and.. wait, luckat. Me not so much because I didn't have access to a Pc for a couple days.

(And Gamma, ofc)

Interestingly, I kind of figured out that the Nightwatcher would determine this game on the second day, which I alluded to in my ERNST RP.

Yes. That, you definitely called, Rengar. And I wish I had agreed with you because maybe that would have helped.

Just out of curiosity since I died way before either of you two: what happened after that tweet came out? Which one? The one revealing pretty much all the 17s.

Haha, that sucked having to be super-quiet on account of my curse most of the game. :P I was so nervous in the Merchant/Nobles docs whenever other people were in there. XD

I just wrote elsewhere and copy-pasted when I was bound to poetry. Wait, what tweet?

In the doc it was kind of ignored.

Oh, I was happy about that since it said I was to be trusted. (I didn't switch sides at that point.) I don't remember what we did after that, though. Yeah, initially I was going to ask them to trust Clanal rather than you (because someone, can't

remember who, was going to put in this fancy-pants code and I didn't know how good at cracking codes you were) but he was so inactive I'd rather have them following you, whether or not you were pants at codes.

I so want to see the dead doc. What's going on with lists btw? Is it still from game 4 villains' doc?

Technically, I do have part of the dead doc on my computer, but I really don't think I can share it >>. What lists? (™) Ask Gamma? My impression is that it dates back to Game 1 or 2, something with Aether and Aonar. What about lists™?

Oh yeah, I remember what happened the day of that tweet. The Darkeyes (which was basically just Ash, who was going to die, and I) had a sort of battle of wits or something with Aonar. Eventually, I decided to just bring him to our side, but I didn't tell anyone that, I just said that I would do something to Aonar that wouldn't kill him.

And then Ash did that thing. Sigh. By the way, Rengar: slightly random question: do you have any idea how to make a death mechanic work? I'm trying a Threnody game tweak, which results in dead players having a chance of joining a third Shade faction, but can't figure how to set their win conditions.

Oh, I had some funny idea for the dead of one Mistborn game I was thinking of, but I don't think it would really apply (actually, it might, but it's more related to Mistborn than any other worlds).

Kas, maybe the 1st player to enter faction chooses a player, The shades need to keep that player alive to the end of the game.

Wait, so what exactly are the Shades? I haven't read the novelette. Neither do I.

Darn. Then nevermind. Sorry guys, don't want to spoil you :/

Oh, well my idea for a Mistborn game is that people could buy pre-charged Hemalurgic spikes, and then the dead would have knowledge of all of the people with spikes in them, and could control one of those players' actions for a cycle.

!!! That would be both scary and interesting. Would love to see it in a game at some point, but you're right: wouldn't work for my game. At this point, I'm setting it somewhat like this (spoiler-free version): dead players get a 25% chance of becoming a Shade, victims of a Shade's night kill have 50% chance. I'm fine with tweaking the numbers, but given they have a kill, I'm trying to work out what exactly their conditions should be. Kill all the living?

Wait, how could you kill the Shades, then? Wouldn't they be guaranteed to win?

This is where I'm trying to balance it: like Gamma's QF, there's criminals and travellers. Silver is a rare commodity which protects you from Shade attacks (it kills an attacking shade instead, some people start with it, or you can get it by killing players with it.) Players with silver can choose to use it to kill a Shade as well, or to allow lynch votes to target a Shade.

Would it be public who the shades are? I'm guessing yes. That's the other part I'm trying to work out. If it's public, it doesn't work; if it's not public, it's too hard on the village. I like the idea in the sense that it gives the dead something to do, but game balance is something I'm really trying to work out right now.

Lots of seekers, secret votes and no tally, and you reveal the role of dying person, just not who died?

I'm thinking of leaving votes public at the moment and giving a tally, or else I remove the Village's best weapon against Team Evil because there aren't really many roles. *Perhaps* I'll indicate as well if a Shade has been created. It occurs to me that if two kills stack in a cycle or so, then they'd still have to guess who the Shades are. And they'd still need silver. Which I think would be sufficient balance: you know who the foe is (roughly), they're just difficult to kill without the right commodity.

Raising the death percs and the lynch never creates a shade? (just throwing ideas out, here) Very much appreciated, Jae :) I'm trying to have the Shades penalise/affect the village and evil sides equally. Which is why I'm currently disposed to apply it equally. It's still structured on QF-cycles (i.e. just one night cycle, 24 hours-ish, no day, so high kill rates apply.)

With the lynch and criminal group kill, that's about 2 deaths going on each day. More when the silver starts happening and the Shades get into motion. I grant that they could easily silver each dead person to see if they're Shades, so that's another issue.

You also got to solve for the "killing people" draws Shades type idea. :P Can't break the Three Laws. :D

I actually had a neat nerf for that, if you were wondering, Gamma ;)

Three Laws? Sanderson's? No, it's for the book. If you burn an open flame, kill someone, or run at night, it attracts the Shades. I'll have to read to novel I guess.

If people in here don't want spoilers, we can take it to a PM if they wish. Just take it to Shadar Logath and delete it before people see it at the end >>.

Well I'm actually getting going in here soon, but yeah, shoot me something, Khas. :D

One sec. Alright, updated it over there ;)

I wonder when the next game will start (and what it is). I'm guessing it'll be a QF game. Although, I want to find more about the mid-length games, since that's how my next game will be running.

Apologies. When, I don't know. But what--it's Joe's game. The one with the 17s, I believe. Hoid and the 17s. And agreed about mid-length: that's my Roshtar game too.

I have my own Roshtar game, which I don't know when I'm running.

I saw. I like :D A lot of recruitment messiness.

It should be fun, as long as enough people sign up.

I'll be sure to remember to then. I won't be signing up for Joe's (probably.) Really need a break, what with the mess my uni dumped into my lap.

Yeah, I've been looking at Wyrms game, which is really long. But cool. Absolutely. Very keen to play that except he's been threatening to paint a target on my back that game :P

Damnit, Awes. I see that RP post and I just want to helplessly go, "YES WE WERE FRIENDS. DAMNIT, I WAS STRAIGHT WITH YOU!" (Well, about most things except for the part where I was infected by a very ancient evil and not a regular villager. And about Fanging. And about--oh, fine.)

>>.

...I still say I was a decent friend. Good Guy Fain.

I had better cease this propensity to die on the second night of the game. I mean, technically, I died on Night 2 as well--well, Cycle Two--in QF2. Just that I took a lot longer about dying.

Oh, and Rengar/Gamma, if you were wondering: I don't know about how lev found out, but there was (initially) a plan for Ash and Binnt and myself to Fang me, which became a doubled plan to Fang lev. (It was actually supposed to be a test for both Binnt and Ash, but unfortunately...) lev was in contact with Douza, who was in contact with Binnt. It's possible that's how he got word: that there was a supposed plan to Fang someone else, namely me.

That sounds complicated. Yeah; it severely underestimated the number of villager roles too (and overestimated them on the DF side). (The gist, if you were curious, was to put Ash in a situation where the DFs could ostensibly have a free vote on a semi-experienced player and see if he pulled a DF bloc on me.)

Hm. Alright, I guess that makes sense.

Sigh. Pity they lost their Whitecloak though :/ You'd have been a deadly weapon against Shiv (ironic.)

I'm pretty sure that if were alive, I would've detained Witless the first round, and Awes the second. Would you have told him that? No. But since they are in a powerful position, and I couldn't really tell their alliance, it would help them either way. 'They'? And yeah, although it'd have told you he was a Channeller, since assuming he'd used Water... That would've been helpful. And it would tell me that there is a second Channeller, since he obviously couldn't use the fireball attack. Yep. My real question is if the second Channeller will *really* play Vigilante. So, "Yeah, I killed him, he was evil! I'm on your side!" I don't think so. He's probably going to stay mysterious. (Just noticed we still have our darkeyes colours. D'oh!) Yeah. It's a possibility--but I'm trying to remember if he was on the plan to be scanned, which probably wouldn't end up good for him. In fact, I hope Maili decides to screw checking the Viewer and tracks Dellan. Hopefully, we can just lynch Dellan today. Fingers crossed on that one. They're definitely going to have to accuse someone, either way. Which the village can use. (If they don't vote, Dellan gets it.) Seeing as no one village-side is currently keen on making a vote.

Hopefully they start voting soon, so we can see where this is going. (At the very least, I don't want people voting at the last minute again, like the last two cycles.) Agreed. Besides, the dead in Tel'aran'rhiod would like some entertainment, before the Pattern spins us out again.

Entertainment would be nice. Instead of talking to all your selves? :P

Yeah, that was getting boring.

I'd say. Night Two brought you quite a lot of company too!

Yep, all the people whose characters' names began with "J" are dead now. Which is discrimination from the DFs (and the wolfbrother as well, I suppose).

Could say so :P The reasoning though was that we needed the Wolfbrother to prove himself, and as Jim had been inactive, we didn't think it would matter very much if he was taken out. Oh, famous last words... (Wilson and myself had advocated for lev, which I suppose would give you a very interesting time here.)

Hmm... and now lev is trying to take Wilson from power.

...he does realise his reasoning doesn't make sense, right? There will be no DFs gaining the office *unless* they rotate the Mayor, so his point is basically that he doesn't trust Wilson. (Granted, he doesn't know that Wilson isn't a DF, but the point being that the "no DFs gaining the office" thing can't be passed off as not being a case of not trusting her.)

Yeah, who's acting contrary now? But I do see the point in passing around the mayor role. (But lev's comment also confuses me for that reason.)

I would see it if Fain was still alive. At this point, if they don't have enough info on Wilson, a decent policy might be giving her enough rope to hang herself. (But I also agree--I don't feel strongly one way or the other about passing the role around.)

Newan just elected himself. Why do people have to make things so difficult? (I don't expect him to actually win, though.) Make what so difficult?

I don't know. But I'm guessing that they're probably going to elect someone else as mayor, which isn't necessarily a bad thing, but it probably won't end up being very beneficial.

Agreed. The reason why I backed Wilson, though I couldn't say publicly as much on Day One, was because she'd told us that she was Aiel-Blooded, and I'd fully intended to make her a target. Nice to have a Mayor that can soak one kill. And she's not even the strongest storming man in the city :P

Really? You were going to convert another Freed Bridgeman-like role?

I'd thought of doing so eventually. When I listed out the end-game I wanted, I decided Aiel-Blooded had to go. Think about it: you convince the village to lynch her, and she survives. It's obvious that she isn't Corrupted and they can rally around her. I did plan on saving one Corruption for endgame, but my (initial) game plan was to make her a target and let the DFs take her out first.

It's probably fun to make plans for a team that only you are on.

Honestly, it got really boring. And King jokingly said that I'd be really bad as Fain (he's in the speculator's doc) because I'd convert someone on Night Two out of sheer boredom. As I very nearly did. (Wouldn't have worked anyway. Corruptions come last so the kill would've nixed it.) But it's hilarious because remember Awes's open letter? He wasn't a front runner. You were.

I wonder when he'll use his Fire weave.

Probably tonight. He was intending to use it last night but used Water to be able to get the network in place. He thought of hitting Ash, IIRC. Either Ash or Binnt.

Well, if this goes well this cycle then the villagers will be in somewhat good shape.

If :P In all fairness, the roles have been distributed rather well, so if they trust (in part) to the network...The idea was something like this. To counter Fain, they would distribute the knowledge of player roles among the six of us. Except that no one approached Jerric, Alv approached Shiv and Wilson, and Awes just had us (Aonar and myself) pretend to be the contacts for the Viewer and the Thief-Taker. The idea was to protect the identity through a contact so that you could say, "I'm the contact for the Thief-Taker" and pass down orders and stuff like that without compromising the roles. And if one of the contacts was corrupted or killed, no biggie as they didn't know that many roles.

Okay. That sounds reasonable.

Not in practice >>. You (our only Whitecloak) were dead, we'd just (unknowingly) killed the Wisdom. Because the change in plans came too late, Oracle (Viewer) and Batman (Wolf-Brother) had approached Awes. *And* he knew who the Aiel-blooded and Thief-Taker were. So we'd gotten what everyone had worried about: a bit too much concentration of roles knowledge in one guy.

That seems like a lot of knowledge, yes. I probably would've pretended to be a vanilla villager or something, if I were still alive and had contacted one of you.

Can't blame you. I spent some time not being fully certain of Awes either :/ And with Fain around, that was a bit of a risk. (From a villager perspective, not from the perspective of Fain.) It's just funny because I still wonder what happened to the DF night kill on the first night.

I don't know. Binnut should have attacked someone.

Yeah, I don't understand why he didn't either.

I had just thought that the Forsaken didn't use his kill.

Same, which made more sense, really :S At that time. Oh! Hmm. Do you know if only one action can be sent in at night?

I think only one action can be sent in. He did use the Dragon Fang on someone that night.

Egad, this is hilarious. This mess is my own fault then :P He was worried I had some role or other. I bet he was worried I was the Thief-Taker, and so cooperated with the Fang on lev (he'd mentioned as much about not being certain if I was a role and could get info on him.)

That explains why they had their Viewer seek you that first night.

Yeah, exactly.

Alright, so it looks like Maili is voting for Ralv for mayor, which means that it will probably one very short term of mayorship.

Yeah...and he's giving up on his Dellan suspicions? *groan*

No, get your suspicions back in the right place! Why do you think he got the Dragon Fang?

I believe I mentioned earlier. Maili came up with a cunning plan to sift for Fain and DF hidden roles. We divide those claiming to be regular villagers (or who haven't yet claimed) into groups of four, and ask them to Fang someone (one group is slightly bigger.) And then we see who gets Fanged. That tells us if anyone in there either isn't Fanging, or doesn't have a Fang. Because Maili was suspicious of Dellan, he asked that we ask the villager-group being tested to Fang Dellan.

Oh, well that's depressing.

?

It means nobody really thinks that Dellan is a DF, I would assume.

Yes, you're right. And even Maili is giving up on Dellan because it's more of a hunch for him.

Alright, Ash is claiming to have no idea what is going on. Hopefully someone can see around that.

Don't worry. Wilson and Awes have my suspicions of Ash, and I included the PM text because I sought their opinion on whether my analysis was correct. They believed me. Same with Aonar. They also suspect Binnt. At this point, Ash is almost certainly going to be tested and go down eventually.

That's good news.

Yeah. If they can get Ash and Binnt out, Shiv won't be as major a threat --I think you're right about 1 night action only, meaning he has to choose between protecting and making that night kill. That should slow them down somewhat.

Seems like it.

Makes sense in light of the Thief-Taker. There's nothing about him tracking two actions down.

Well, hopefully Maili's post starts getting people to vote today.

Agreed. If they don't, I honestly think Ash will soon find himself visited by Batman.

That sounds ominous.

Honestly, the main reason we were keeping him around was because we were hoping we could feed him misinformation and see if he could get his comrades to jump on it.

Hopefully you weren't discussing that idea with Khamsi.

With Awes and Wilson. Shiv's only contact was Wilson. But Binnt knows I suspect Ash, and he required an explanation for that stunt. I did not, however, inform him that the double blind was meant to test him as well. Oh, and Maili: I trusted Maili once I discovered he was the Thief-Taker. (We tested him.) Either way, with Shiv in that group, they probably won't bite on what Ash gives them.

...I am really thinking this was hilarious, because I was *this close* to giving them more incentive to take me out. I was going to tell them I knew who the DFs were.

Probably a good idea you didn't.

As Fain, or as a villager? Because Fain!Khas shouldn't have done it. Villager!Khas was supremely expendable. (I wanted to give Ash more incentive to bite on the Fanging.)

I don't know if it would've helped either way, but seeing as you aren't really supposed to be helping the villagers, that would've been a bad idea.

The former would've been worth a shot if I could've mindgamed Binnt and Ash into taking rash, pre-emptive action, since Binnt would've probably always been the designated hitman. The moment I went down, my other contacts would know who to go after. But as Fain? Agreed. Bad, bad idea. Apparently, I have difficulty remembering I'm not actually a villager >>.

We're past 10k words now, which is a good start. I think it's double what was here yesterday.

They've got both of us here, after all >>. 50k? Pfft. Easy peasy.

I should've named my character Renarin the last game. I would guess that Feather would have used her Ardent power on me continuously.

Good point. You should've :P As it is, Awes will get 'You Yella?' this game for having protected himself the most...unless Shiv decides to contest him for it.

The next Mistborn game, I'll take the name "Lord Renoux".

Any particular reason?

Just because of the first letters.

Fair enough. I would take 'Kas' but I don't want to give people more trouble with player-character separation.

Yeah, it turns out there's already someone on the 17th Shard named "Ren," which is part of the reason as to why I use my full name for stuff. Although, I honestly don't really know why I chose the username "Renegade." I guess it just sounded cool. But it's also a fitting description for the last game.

Hey, it was pretty cool :P Also, just let me know if you aren't so chill about being referred to by the name of a past game character. I'm still trying to figure out if it's Douza or Twei. I guess I'll never know now >>.

I don't really care which name you use. I liked my QF character.

Just a pity the RP died down as everyone got to business. Then again, that happens. Rengar and Chaos--that was interesting.

It was fun to write. I'm not sure where I got the idea for his religion - originally, he wasn't really going to have any religion at all. But I discover it is hard to write from the POV of someone who is completely insane. (Really? :O) So I had to give him something that would make people perceive him as insane that he could eventually overcome. 'Eventually overcome'?

Yeah, he stopped his religion by the end of the game. Was that always part of your plan, or something that came with your 17s swap? That was mostly part of my plan, but I changed it as I went along. Fair enough. If I hadn't been killed tonight, I'd

planned to do a Mashadar panda. And Gamma and I had sort of a dare-thing going: I would keep making a reference to a pipe or smoking in all RP posts, even see if I could venture as far as writing the smoke like fog. Never got to that point >>.

Maybe I should do something like that. (Or making all of my sentences start with the same letter.) Might've been hilarious

.P Although perhaps people would've cottoned on to it, with Gamma being so recent. I could make them all end with the same letter. But that would be more difficult. (And Chaos is doing a lot of reigning in this game's thread.) Agreed. (You noticed, eh? :P) Seems rather noticeable. It's like a big sign, saying "Chaos was here!" Yes, one has to admit, it was rather obvious.

I've been thinking about how well Wyrms' game would work with the Shattered Plains and the highprinces. [Share with the class? ;\)](#) Well, I was thinking of a game where each of the ten princedoms has to find Parshendi spies or something within

their ranks. The different jobs for the highprinces (like the Highprince of War or Information) would be the role for the highprince, and the goal would be to eliminate the Parshendi spies, and end up with the most gemhearts by the end. For

getting gemhearts, I was thinking that each highprince has a specific amount of Bridgemen squads or something at their disposal that they can receive (I'm not entirely sure how yet). But basically, the more Bridgemen they have, the better chance they have of fighting the Parshendi to get a gemheart (or by working with the other highprinces). Oh, and there

would be duels as well. I like how this is shaping up. It's really complicated, so I think you're going to have to run it as a full game and flesh out the mechanics more, especially for how the Bridgemen squads work, but I do like this and would enjoy being part of such a game :)

Oh, I haven't actually created this game yet, it's just an idea right now. I've decided to call this type of game an "Über-game" since it is rather complicated and involves a lot of players. Inaugurating the Über-game category? (I give up.

The German keyboard confuses me and I keep forgetting where the question mark is.)

Wow, I didn't know how many symbols you could make with the Alt key.

☺ ☹ ♥ ♦ ♣ ♠ ◻ ◯ ◼ ♂ ♀ 🎵 🎶 ☀ ▶ ◀ ⇅ !! ¶ § — ↕ ↓ → ← ⊥ ↔ ▲ ▼ !

I can't really say that they're all that useful, though. (Uh oh, Newan's thinking outside of the box. Normally, I'd encourage that, but in this case, I'm not so sure.)

Wait, what?! Oh wow, you're a penguin.

Really? Yeah. Hang on, lemme check the forum.

...yeah. It's good in that he'd encourage Shiv to be discovered, bad in that he's now passing up an obvious DF. Oh holy Cthulhu--Rengar? You're now a kraken.

Wow, that's strange. I guess it doesn't recognize I'm logged in or something.

I think it's just the way this doc works. But egad, Newan...

This may be a problem. Hopefully it won't.

Hopefully, but I'm not optimistic. Also, Rengar? We were wrong >>.

About the one action per night thing?

yeah; Shiv was meant to send it in. Power outage. Go figure >>.

Well, that's unfortunate. In multiple regards.

The Binnt theory works perfectly fine though. It serves its purpose: explaining + pointing at a DF :P Every single purpose except that of descriptive truth ;)

This is why we don't let people think outside of the box. We must force Newan to conform! (I think spiking him may do the trick.)

You can do that. I've got a good friend. A panda. A panda completely infused with Mashadar :) That'll fix him. Good Guy Fain: Provides Therapy For Social Deviants.

Wow, you're such a good guy.

Storming straight >>.

By the way, now that I know you're a Whitecloak, "BURN THE WITCH" is starting to read extremely hilarious :P

I wanted to end up detaining people in the Cellar. Because I thought it would be a little suspicious if the town's innkeeper was also in charge of the jail.

Detaining people in the cellar would've been really cool, considering the run-of-the-mill beginner adventurer D&D quest can involve banal things like killing giant rats in a cellar at the behest of an innkeeper.

I would offer them all of my beer and (spiked? :O) wine so they can become drunk and be even more incapable of escaping. But my Cellar is made from 3-foot thick steel walls, so they wouldn't be escaping anyway.

And instead of awesome RP, we're both in Tel'aran'rhiod. Oh well.

Maybe I'll mention to Gamma to have the next person lynched be killed in the Cellar. It also has torture weapons, of course.

I love that idea :P Do it! Does that make you a Questioner/Hand of the Light rather than a typical Child? :P

Uh, sure! Why not? Anyway, I PMed Gamma with the request for the lynch. Hopefully, it works. (Why do I feel that we're trying to figure out Nightwatcher all over again?) Tell me about it...

Interestingly, I've noticed that a lot of the new people are coming to the Elimination threads (probably because those are the most active threads). Good or bad, you reckon?

Speaking of RPs, I'd intended to get Kaim on to ravens eventually, but eh...time ran out.

Well, hopefully if there are enough new players that are willing to get involved in the game, it's good. Maybe we can start running Über-games or multiple games at once. If they're inactive, then it's not so good.

Good point. And playing with new people is always fun :) Rust, we're both still kinda new. By next game, my newness will be worn out.

And hey, look, it's an anonymous squirrel!

Squirrel? I do wonder if my character ever found anything while cleaning up the cellar.

Yeah, that's what it says you are.

Yay, Squirrel. Would my character even end up in the cellar? I should have RP'd more.

The Cellar is a dark and mysterious place, so it's hard to find.

I was still the scullery boy. Or well, I thought I was, you never said you hired me so it might have just been a huge hallucination.

No, I did hire you, but I don't show my employees the Cellar. But I did show you another cellar, which did not have and torture weapons, obviously. (The Cellar is below the regular cellar.)

(Sorry about my occasional delay. Sending rejection letters atm.)

Well, you are the anonymous kraken after all, Gade. You do come from dark and scary places-Cellars. A canned kraken!

Ah yes, the Cellar is now a proper noun.

So it is said. Oh master of the ~~ean~~ Cellar.

The way to the Cellar is filled with lots of traps of doom.

Is that an invitation? *alluring wink*

Well, we're dead, so we can't go there anyway.

Damn, the living can't hear about my canned kraken crusade. We need more canned kraken!

There's all sorts of mythological creatures in the Cellar. There's the Minotaur. There's Bigfoot. The Loch Ness monster.

Uh... I whole bunch of other things. Dragons.

Would any of those exist in WoT?

No.

Pshaw. Spoilers :P

You just destroyed my dream of a canned kraken. ๐_๐

Alright, from this moment onwards, there are now mythological creatures roaming about in the WoT. Most of which are in the Cellar. YES! The Cellar reigns.

Yeah, the Cellar is actually a giant cavern. There's lots of magma and things down there. And giant bats. A whitecloak with giant bats in the Cellar? Uh, the giant bats aren't mine. They just fly about on their own. It's a really, really big cavern. The Cellar reigns. So, making it out is like successfully passing a Trial Under the Light? :P

You can't make it out. The Cellar is in an alternate universe somehow.^{The cellar reigns} And, unless you have the super-secret codes, you're trapped forever.^{The cellar reigns}

The. One. Power.

Oh, and the super-secret codes self-destructed upon my death.

Basically, have them shove the DFs in. Problem solved.

Yeah, if they know who they are. And if they can get in.

Let's have Jain bring us out of Tel'aran'rhiod enough to manhandle them into your Cellar >>.

We so needed a ta'reven in this game. Or that. Actually, that. Funny that you mention that... :P How so? Gamma mentioned he'd originally considered making someone the Dragon Reborn, and things would go to *hell* if we accidentally let him get killed. But that idea just didn't work very well so he junked it. Too bad. It would be fun for a QF. You'd need to layer it out well, but you do know how much time it lasts. Like, protect the Dragon for X cycles. Well, there's the Roshar game I created. Where the moment the Truthwatcher dies, Team Evil wins. I *knew* I read the idea somewhere. I can't really claim it either; I got it from a similar game. Kind of like Mafia but it doesn't work by killing. But I just liked the idea that there's one guy who knows who all the evil players are, and if he gets identified by evil, evil wins, so everyone has to work really hard to figure who he is *and* to pretend to be him so evil doesn't take him down. Can't wait to see it in action. Will see how this goes, really. I added conversion mechanics to spice things up, but I didn't want to publicly correct the rules and risk drawing attention to my sudden massive familiarity with conversion. Sigh, meta game. I did kind of fall into it accusing Wes of being bad in just about every game. He just gives that vibe off. If it makes you feel better, despite my counter-arguments and the assertion I was familiar with Awes's style, you honestly worried me enough to sit down and spend an afternoon sketching out how evil!Awes could've made such a gambit work. My unfortunate conclusion was that he couldn't. Funny thing is, DF has a channeler from what I gather. WG gambit might have been real. Sorry, accident. From the letters. I won't deny it's a possibility, but I still think they didn't have much to gain from it. Also, the DF channeller? WGg was used against him before >>. He broke it down.

Oh, and the *Spruce Thicket* is actually the codename of a secret operation to bring giant mythological beasts into the WoT and have them destroy everything permanently.^{The cellar reigns}

Alright, I'm leaving for a while. I'll be back later. Hasta la vista, suckers! :P Cheers, see you later.^{The cellar reigns}

We should switch to a more ordinate chatting fashion. It's gonna give headaches to a couple of people. Unfortunately, Jain already claimed my dead doc colours. Also, I'm pretty chill in this one. I want the village to win, yes, but I'm not overly invested.

Wait, you're chill in this one? I have to see the QF2 one then.

All silent in the thread, mostly. I'm taking it as a sign that more of the activity is being done in the PMs. Both good and bad. If Awes and Maili and Wilson are wargaming in our trio-PM, that's good. Shiv isn't in there to mess with them, which means they mightn't know of plans to off Binnt/Ash. It'd just be down to sheer luck/planning. But given that Maili placed a vote against Ash, Shiv might see fit to HoA Ash tonight. Could see.

Oh, hello GM Almighty! Do you think this new doc length is vengeance most excellent against the DFs? :D

lol, I'm not even going to try and read/catch up on what I all misses XD A very wise decision, I would say ;) Although I've wanted to ask: are you signing up for Joe's QF? I notice it involves more conversion and trust-breaking.

Um, probably depends on when it happens. Fair enough. Was just wondering as it unfortunately didn't get to work out this game :P (Even if I weren't busy, I'd be better off staying out of that one, before getting killed early under suspicion of being Hoid given this game >>.)

Haha, Padan Hoid. :D

I bet they're already starting with Padan Kaim >>.

Haha, I hope so. :P

Still, they'll never get to see the Mashadar lolcats. Or the Mashadar meerkats >>.

lol, a whole army of corrupted mashadar animals. Yeah. My true power isn't in the Corrupted, it's in the MASHADAR ZOO, BWAHAHAHAHAHA. Mashadar Bengal Tigers, anyone? :P

Hey

Ow. That Hurt. A lot. I thought death was supposed to be like falling asleep.
And Kaim, 9 lines up, you mentioned my Quick Fix. Do you have any advice for that now that you've been a corrupter?

Funny how I gave an evil and corrupted panda to a corrupted and evil person. I had suspicions, Kas.
Why is Jain the Anonymous Panda? And who killed me? I want to get vengeance in a later Game.

Am I legit? AHAHAHAHAHAHAHAHAHAHAHA. -winning.
Since when has any death been pretty in this game? :P

Yeah, Jain, but I wasn't kidding about wanting to be role-less or anything. I really, really, really just want a game as a nice, regular, powerless villager. Gamma can bear witness to the sad fit I threw when I realised I was Padan Fain.

Anyway, Joe: I'm not sure if this helps, but get order of actions fixed and up ASAP. It wasn't a biggie for me with Gamma because I wasn't planning on corrupting someone until Night 3 or 4 (if I could hold off that long), but Hoid could *really* use that. (For us, as you might/mightn't have remembered, corruption comes last, so Fain doesn't waste it on a dead player. I don't know if you're going to do that for Hoid.) I'm not sure how the 25% conversion rate works out for game balance--I could only convert 3 players, and my worry is that given the Renegade kills once every two cycles (and Hoid can use Stormlight Healing once every two cycles), there's an impulse to stay low until near endgame and then splurge on the rest of his converts, in order to turn the population massively HB. Definitely have more than one researcher to give them a chance. That's off the top of my head. I hope it's helpful, but take it with a pinch of salt. Definitely, if Hoid plays that way, there are still associated risks. (I can understand why 25%, of course: there aren't any other enemies, so...)

Egad Douza. *Don't* use my logic. We *don't* know it's the Forsaken kill!
Being vanilla and powerless sucks. Really sucks. You're powerless and hopeless.

It is a mildly unfortunate thing, I find, that there is the mindset that you need powers to actually do things in this game or for it to be fun. I was having a lot of fun as a regular even ignoring the Fain gig.

Oh, no, it's just that I hate the idea of being useless and disposable.
Why would you be useless as a regular? That's the reasoning I don't understand.

You can't knife people. You can't view people. It just takes out a lot of fun. If you want an example, this is like playing a game without knowing a few side rules that could help. Like the fact that you can go behind goals in ice hockey. Then we're just going to have to agree to disagree about that. I don't find it an appropriate analogy, and I'm rather interested by your focus on what a regular can't do as opposed to what a regular can. But because you're disposable, you can bait and mindgame people. You can take a lot more risks than a Viewer, for instance, would be wise to take. In that sense, being a Viewer is boring. You have to be so careful, to sit back, to scan everyone and not attract attention for fear of a kill.

And this is where trust runs out of the room with a pack of dogs following. Ah well. Differing views, I guess.
Yeah, let's just leave it at that. You get your roles, and I get my regular, and we're both happy :P Also, your panda burned with me, I'm sorry to say.

:D
(I suck at analogies)
btw, my dreamwalker message was the short one about there being one Dreamwalker.
Yes, I know, the second Dreamwalker had approached me. And his message makes it really, really obvious.
Oh, it was for the lol's and trolls.

Who's the other Dreamwalker? Alvron. "Trust the watcher." A'vron. Watcher.
Alv sent you THAT!?

No; he told me that he'd approached Wilson and Shiv(!!!!!!!) with his role, so if he died, one of them was a DF. But as I was in contact with Wilson and part of that circle, I knew that the only role that had approached Wilson was the Dreamwalker #2. So...And no, "Trust the watcher" appears in his Dreamwalker message. But it's kind of obvious given he used Old Tongue. You're the only one that got that without me having to point it out.
Hehe. I sort of suspected Wilson when she sent me a PM asking for info. Also, she was fairly instrumental in my lynching. Well, it's hardly my fault I have a personality of a unicorn on meth. (Sigh) Why did my panda have to be part of the collateral?

Sorry man, but you *were* acting pretty suss. The DFs must've been delighted: perfect case of friendly fire. Take it up with Shiv. He's the person who thought it would be *perfectly* hilarious to light me up, along with your panda.

THAT ASDFGHJKL. Never mind. I'll get him next game. You're a Dreamwalker! Can't you get us out of Tel'aran'rhiad to wring his neck? Now the legacy has ended.

Uh, the GM is pretty much the host. I sorta can't. I also think we're stuck in a nightmare.

At the moment, yeah. I'm really hoping the others keep with the plan to sic Batman on Ash/Binnt.

Ashiok was so eager to receive my panda. Batman. Wow. Much amaze (insert doge here)

Well, then *maybe* his storming DF Channeller teammate *shouldn't have lit me up along with the panda*. No panda for him.

Huh? He's DF? Wait, where's the role doc?

Gamma might show you if you ask nicely. And yeah, I knew about Ash from Day One. He was storming obvious. Binnt was less obvious, but also suspected. I was trying to trap them from Day One, but unfortunately underestimated how many regular villagers there were.

Why did he fireball you anyway? Oh, and why did you not corrupt the first day? (I really can't be stuffed nor have the time to look back through this doc)

My understanding (from Gamma) is that Shiv was actually going to fireball Alv and bring down PMs altogether. I was the target of a last minute change: everyone who voted for lev is dead. It looks like they're trying to push attention very firmly on lev.

Heck, that's what it looks like. But that's WAAAAY too heavy handed to be plausible. Yeah, by the day you died, I admit I wasn't certain lev was a DF anymore. I still had to go through with the vote because I'd made a bargain with Maili. Also, could you tell me who the DF are?

What bargain?

Ok, er, one thing at a time. 1. I didn't corrupt on Day One simply because it was kind of silly to do so. I only had 3 corruptions so if I lost someone, it was going to be very hard to win. In addition, because of the limit on corruptions, I had to be really strategic about how I was going to use them. I wanted to corrupt a DF, but at the same time, I needed to know who they were. I needed to corrupt a prominent player, and another player who hadn't been drawing much flak and attention. I needed to get a sense for how the DFs were playing, and the village, and use that to decide how I was going to survive and beat both of them. In short, I needed information, and I needed to wait rather than to charge in.

Only 3? Continue. Only 3? I thought it was Infinity +

No, in the rules, Gamma already said there was a conversion cap.

Damn. DF list? Please? I take that as a no then.

Sorry, had gone off to make a cuppa. 2. DFs: Dellan (Forsaken), Shiv (DF Channeller), Binnt (regular DF), Ash (DF Viewer.)

3. Maili had claimed (to my group) to be the Thief-Taker. As a result, we were going to test him. At that point, I was wondering if an early conversion of Awes was worth it. But if Maili tracked him, then they would know he had to be the Channeller if he was attacked. And Awes had PMed me and discussed what he should do, revealing that he was the Channeller and didn't know if he should use Water or Earth (which didn't protect from Fain.) So basically, I made a bargain with Maili: track me, not Awes, and we can make the plan a bit more fancy to test Wilson as well. It would've looked suspicious if Maili had tracked me instead of Awes as well (I'd have been doing nothing, when the plan was to Fang), and we didn't know who he would track.

Wow. The DF have quite a crew. Are you serious? You're a bloody channeler! FIREBALLS FTW! Oh and do you know the roles of the villagers?

Yeah. Wilson is Aiel-blooded, which is why I voted her for Mayor. I wanted to make her a target and force the DFs to waste a kill, at the same time getting rid of a role that could cause problems for me near end-game.

Alv, Dreamwalker #2. You, Dreamwalker #1. Awes, Channeller. Sphinx, Batman. Nath (I think, I can't remember if it's Nath or isn't him) -- Viewer. And Dirt was the Wisdom. Rengar, Whitecloak. Everyone else excluding Fain and the DFs were regulars.

(Dirt Wisdom. Teehee) That many regulars? Wow. WHO IS BATMAN!? Yeah, that's pretty much what Gamma said: he wanted to up the number of regulars given the role madness of the past few games. And well, if Awes had used a fireball, he had a high chance of friendly (or not-so-friendly, in this case) fire and he'd have been dead. Dellan's strike would've killed him.

Batman: Wolf-Brother. Sure, Batman doesn't kill, but she's sure got the whole vigilante schtick down.

(Facepalm)

Yeah, it's really unfortunate that they killed Jim. In that regard, friendly-fire on lev (the other candidate for a Batman kill) would've been preferable. Rengar, 'zat you?

Yeah.

Thought so. It was your colours.

You're an anonymous python.

You're an anonymous coyote, but you always show up in teal.

Hm. That's interesting.

Not really. Animal colour is based on IP apparently. And as you're the only one on the doc with that IP so far, teal whatever is usually you.

Alright. I guess that makes sense.

A Slow Loris? Never seen one of those before. But then, the weirdest thing I ever saw in one of these docs was an anonymous Nyancat.

Wow. That's... okay...

I have to leave for a few hours here.

Hey GM Almighty: considering that I pretty much never worked against the village during all my gametime, can I be an honorary villager?

It'll be hilarious if Ash joins us in here tomorrow. A sign that the panda is cursed and whoever who has it dies, whether in one cycle or two.

Dreamwalking Mashadar pandas?

Padan Fain II: The Evil Lives On.

Gamma: Question--at least with regard to your 17s experience, what advice would you give for implementing two win conditions?

,Heh, sorry, was reading up on things a little bit. :D And hmm, Good Guy Fain being an honorary villager, huh? We might have to leave that one for the villagers to decide. :P (ugh, hate typing on laptop) *As the only villager present atm, yes (maybe).*

And about the 17s/dual win-conditions in games, I dunno, it was definitely very odd, knowing you have two tasks to potentially be working for. I did try to get some of that going this game as well, but random fireballs kind of ruined that idea. XD *I'm not fussed about it. The Mashadar pandas are doing my work for me :P*

I guess best advice I could give, is still make sure each team* has a valid win-condition that will be equally likely to be met as any team that may have 2 or more win conditions

Each time?

Sorry, typo XD Waking up at noon is like my 6am (considering at 6am I'm usually still awake) O.o

It's cool, I know the feeling. Was up 'till about 6am as well yesterday just sending rejection letters.

Just to run this by you: I was considering having a role which could either win with the Shades or win with the Village. It's just that since QF2, I've been wary about how to implement this. I wasn't sure if the idea itself was problematic, as I felt that having someone who (at least) would know who all the Shades were might help balance things out Village-side/Spiked-side. (I suppose a Spiked variant of that role is also possible.)

Hm, it will be very tricky to balance. The main thing I'm thinking about it, when people come back as shades, do they get to talk openly with each other? One thing I noticed from the QF2 game, is the dead contain a *lot* of information once their ranks get filled, and it's very easy for them to compare their knowledge, which if they still then have a role in the game going forward, can put them at an unfair advantage over everyone else.

I'm going to kick myself because I was Fain and I completely forgot about informational advantage >>. Thanks.

Oh, no problem, I never would have that of thought unless the dead ratted on me and the 17S in QF2 >.< lol (Which I can't blame theme for, haha)

Huh. I wonder who did that :O

Yeah, I get what you mean. At least one first step is that I was thinking if someone became a Shade, they don't get dead doc access, but they go to the Shade doc. Actually, no. Maybe this is better: I list out the considerations that a fix has to take into account.

1. Informational advantage--need a nerf for this.

2. No voting (?) --I could let them vote but if that's the case, I'd probably have to hide *something* about voting or throw in something to obscure whether a person died or not from a lynch; otherwise it would be pretty obvious they didn't die.

Hmm. I would definitely make it so that the Shades have very restricted communication, if any at all, because book-wise, that makes sense, since Shades are basically just barely-sentient beings. Agreed. And Shades voting is just kind of nonsensical, book-wise. By restricted communication, are you referring to thread, PM, or doc?

um, not sure actually. I definitely think a Doc would be too "free" for their communication. And PMs, would be very limited, maybe up to one per night or something? Because, the original Mafia idea does technically have only communication via PMs allowed during Night Turns anyway (for the Mafia team, villagers seldom get any sort of extra communication), so our "free communication" we usually have in games is rather unique to our forum. Hmm, yeah, fair enough. So they have that info but can't necessarily communicate it.

Exactly. I think Meta's QF game might have a few mechanics you might like/appreciate or be able to tweak a little bit to help give you ideas for your game. Which would that be? (And seriously, thanks for the help. I was just tinkering around with this to get a better idea of the mechanics.)

Oh, no problem. And Meta *should* be getting his game launched here shortly, probably within a cycle or two of my game, depending on how trigger-happy the villagers get again at night. :P

Well, as I believe I've said, I have it on somewhat recent (read; before that *rude* fireball) authority that Ash and Binnt are looking increasingly good candidates for a visit from Batman :P

He's the next QF person then? Not Joe?

Yeah, it should be Meta. Because I was *technically* next on the list for QF after Josh's game, but with my game happening, me and Meta switched QF places. :D

!!! Then maybe I'll look forward to seeing you on the battlefield instead, then ;) --Eventually! Eventually! >>.

Heh, I'm actually sitting Meta's game out. :P But I *will* be running the QF after his, though. (Which is Threnody located) XD Ha! That I'll be looking forward to ;)

Crap, I should probably get my *Dangerous Women* anthology back before I start that game, so I can re-read *Shadows for Silence* again, just to make sure I get everything right. :P

Probably a good idea ;) When I do eventually apply to run a game, it'll definitely be the Roshar one. I'm just messing with the Shades for fun so I can get a better idea of game balance (I keep having worries about the Roshar balance, so it's in for a lot more tweaking!)

(And I might eventually steal your "Shades" idea, and use it for Wight Walkers if I ever make a GoT based Elimination) ;) Would totally look forward to GoT based Elimination anyway ;)

Haha, yeah, that one will be a *long* work in progress! It'll probably take as long to set-up as it takes GRRM to write a book! Also, lots of people must die. It wouldn't be *proper* GoT if the death rate was low ;) HA! The horror, the horror!

Hahahah, yeah, I already know the title of the game. "Valar Morghulis" duh (which the DFs have written at the top of their Doc) XD

Tch. They need to learn to *stop* mixing fandoms/universes. They're not 17s! ;)

hahaha, *well*, if you take all of our games so far as "canon", back in Game 3, there *was* a cellar in that one shop that connected all of the universes. ;) Someone was walking around with an *a'dam*, and I even offered the last Spiked a chance to go to the Wall.

That explains a *lot* :O I don't know if that's nice or not >>.

But I have access to *the* Cellar. (Or at least I did.) The CELLAR reigns!

Bah, Youtube fails. Any of you ever see the movie "Donnie Darko"? The one scene where the teacher says how the one linguist once said the most beautiful combination of any words in the english language was "Cellar Door", or some crap like that. XD

Rengar, I think we found your new best friend.

I must have converted them (or possibly threatened them). With *the* Cellar? Yep. The CELLAR reigns!

Meh, it's just a noise soundtrack. >.< But it's still a good movie, lol.

It's depressing that nobody's actually doing any plotting in the thread. This will probably end up like Day 1 again.

Yeah. :(And I'm just saying, the DFs were *this* close to fireballing the other DW too, instead of Kaim. :(

As I said, this was their biggest mistake of the game. Because winning sucks when there's a 98k dead doc :D

Well, they're going to kill the other DW this night, aren't they?

They don't know who the actual DW is, they were just guessing and thinking about hitting that person, just in case.

Wait, really? But Alv said he told Shiv he was the DW.

But can Shiv trust him, or not think it's some sort of ploy by the villagers to test who can be trusted? ;) That was the debate they had. :(

Good point. He wasn't in the inner circle, thankfully, or he'd have been more like to think it was legit. In any case, Binnt putting Alv up for Mayor might be so it doesn't look suss if he goes out, probably. IIRC, Binnt hasn't actually been voting very much so...

Yeah, I dunno. But now that Fain is dead, I guess I need to start rooting for the DFs. XD (What can I say, I always go for the underdogs)

Aww, you were rooting for me? :P

Of course. The Fain role was my *baby*, I wanted to see it win and corrupt the whole world. :P

I'm sorry :/ At least you have a Mashadar panda running around there.

>.< I was hoping people thought it burned up in the fire with your body. I meant to write it in specifically, but the write-up was already just a *little* bit too long.

You could've ruled it anyway. Serve Ash right for letting his teammate fireball me. You wanted the panda? Sorry. No panda for you >>. (j/k)

amusing that people seem to think that *it's* the dream *ter'angreal* though

Yeah, I didn't understand that at all. I thought you made it amply clear that the twisted ring found inside it on the rawhide was the dream *ter'angreal*.

Meh. Whatever silly little superstitions the villagers want to believe. I should have let them go on thinking there was possibly a convert of yours walking around, though. :/ lol

Naah, you should've updated the rules to say there's a Padan Fain 2.0 ;)

Hahaha, apparently I'll just need to make sure I do that for the *next* game. :P

"Bad Guy Fain."

And yes, there's "Good Guy Fain", who wins with the villagers, and "Bad Guy Fain" who will win with the DFs. XD (Plot twist: They're the same person.)

LOL! I kind of really like that :P Good Guy Fain approves ;)

Also, I see Wilson has prevailed. She has convinced Ash to drop the panda.

Well, it didn't help that she freaked herself out on that Mashadar Panda gif. :P

We can cast it into the Cellar and add it to the collection of deadly mythological creatures. The CELLAR reigns!

I'm always amused by the fact she sent it to me first trying to troll me with it >>.

Hahaha, yeah, she is very aware of the fact she basically trolled herself, which makes it even worse. XD

Yes, that amused me greatly :P

If I were to be honest though, I'm rooting both for the village and the DFs. As an ex-Eliminator, I think it would be kind of great if Team Evil finally reversed the trend and pulled a win. As someone who was playing village for the first two days though, I kinda want them to win >>.

Haha, Good Guy Fain in action. "Is working against the villagers. Roots for them anyway"

Technically, I never did get to work against them anyway >>. I was beaten to the punch with the corruption. And as I think I've said, it'd also have been really unfair to whoever I corrupted, given I'm now here. Aan'allein!

Hahahah, you *did* make a valid point. haha, good thing people of Randland aren't too xenophobic. :P (Because I always read that as "an alien") >.< **A Memory of Light Spoilers below (will be hidden in white when done discussing) :P**

Spoilers:

End of spoilers.

Wooohoo! Maili put a vote on Binnt, again because of what he feels. This guy--his Thief-Taker senses must be working overtime! o.O

Yeah, he *really* has been playing a good thief-taker, lol. His gut has been serving him good.

Except for me >>.

Well, being a former thiff-catcher, you know a few tricks of the trade, apparently. :P

Seems like it. I must've been waving mustard at him all day ;)

Haha, yeah, apparently you doused yourself in cologne, or something. Just covered head to toe in patchouli oil. The bane of all thief-takers, or people with sensitive noses.

Now the secret is out! :O

Even wolfbrothers must sniff lightly around you. :P

I suppose so, since Batman bought my 'witness' for Awes.

But I'm gonna hop off now for a little bit. Hopefully some votes start flying soon here in the thread, though. I need more material than waffles for my write-up!

Yeah, or manure-buried Mashadar pandas.

Well, see you around then! I should probably finish some stuff and get off too.

Alright, you have a good one.

I like Binnt's latest post: "But I rather support someone who is nominated by someone else than someone who is nominated by someone else."

Why?

That part makes no sense whatsoever.

...I think he just failed it. Context-wise, with some charitable reasoning, I would assume he's trying to argue that DFs are more likely to nominate themselves. However, I don't see that reasoning working out in practice, so either way, it's fishy. And honestly, I'm suspecting the main reason Maili pulled off Trimat was to light Binnt's name up in red and see how he responds. If that's the case, Binnt isn't doing a good job.

That seems like a good idea on Maili's part. As long as he doesn't end up dead by the night kills. But I guess someone else can take over that instead.

Awes still has a HoA left. If they feel Maili is in danger, they can whip it out for him. And they probably should, since he's not just one of the few confirmed, but one of their two role-based ways of tracking down the Forsaken. In the very worst case, Wilson can probably try to draw the attack as Aiel-blooded.

Okay. Hopefully they can survive for the next cycle or two. By that time, we should have Bunnt and Trimat killed or lynched. Yeah. I *think* Maili is pressing Binnt because I know Aonar and Awes and Wilson all suspect him (Binnt) but have remained silent on voting thus far. Which is interesting, since they are all players who know better than to not vote, so I suspect something is afoot.

Hmm... suspicious... (oh, and you're a pumpkin).

Ha! I didn't even know they had vegetables in here! You're a Narwhale by the way.

That's cool. There are plenty of those down in the Cellar ^{The CELLAR reigns!}, but they have been mutated to be far more deadly (and far larger).

When you GM your own game, you should bring back the Cellar.

I'll see if I can find a way to do that.

Think this game is going to affect your playstyle?

I don't know. Hopefully, I won't end up doing something that angers any horses in any future games. That's always an issue to be aware of.

Fair enough.

It's possible I could be running the first Mid-Length game. But I'm not entirely sure yet.

Which would that be?

The Roshar one.

Ah, fun! Skybreakers, yes?

Yeah, they're the main part of the Evil team.

Ah yes, found it.

Oh ho! I'll bet all of a sudden, Alv becomes a less popular candidate for being the Mayor :P

Or a more dead candidate. Luckily, as of now, Dellan is on the chopping block.

Yeah but if their vote goes through (and Binnt will need a good reason to retract it--oh wait, yeah, I forgot. Alv's double vote won't kick in until tomorrow or so.

Hopefully people will start realizing that when two people think that there's something wrong with Dellan, there probably is.

But honestly, without Maili or Alv doing that--would *you* have voted for Dellan's lynch?

I don't know. Maybe.

Their current problem is that they need to decide if that's village action or DFs trying to get a lynch. in *Hopefully* they should figure it's unlikely to be a DF-led lynch.

Hopefully. But, so far, the only people that have been suggested for lynching today are DFs. At least if they have those suspicions out there, those three DFs will have to work a lot harder to remain inconspicuous.

Agreed. Shiv is going to have to do some hard work to pull their asses out of the fire, and the good point about *that* is that it'll leave a trail.

If they lynch Binnt, will it really change that much? They can still use the night kill without forfeiting an action.

GM Almighty: is there a limit to night actions? What I mean to ask: theoretically, can Ash make a kill *and* View someone at the same time?

Limit per 1 Night Action per person. The only person that breaks this rule is the Thief-Taker, since that's a Day Action, but that Role is still a little broken for the current game format, something I was going to address in the post-game op. [Got it.](#)

Thank you very much!

Best to clarify that. I'm hoping the lynch on Dellan is the one to go through as it denies them a second night kill and then the Viewer/Theif-Tracker have their work cut out for them.

They should do something similar to game 3 (I think), where someone PMs two or three people, saying that an anonymous source has Viewed them or something, and accuse them of being a DF. That might make them admit to it, which is what happened in the other game.

Bahaha, sorry Joe! XD ***Scowls* That was a Cheap Shot. I was never suspected until that Ploy. GG**

That's cunning. It might work. But having been done previously, they might also decide to try and bluff it through. I mean, you pretty much don't lose anything by trying to lie it out. At the same time, the brilliance of that is that it puts a considerable amount of pressure on the player to lie under fire, so as to speak. (It's been publicly suggested, I think, by quite a few players, that there are two Viewers in this game, one of them DF. And honestly, it's one of the only logical ways to balance for PF's presence. One easy deflection is to suggest the Viewer is himself a DF.)

Here it is: <http://www.17thshard.com/forum/topic/6243-game-3-blackwater-village/page-35#entry120645>

Nice. And by our GM too. :D It really was just a last ditch effort to prevent the game from being drawn out needlessly long.

That said, I *highly* doubt anyone will fall for it again. :P But I was rather happy/proud that it worked, of course. (Sorry again, Joe)

Yeah, it's a pretty cool idea, but it's obviously not going to be useful in every game.

True. And I suspect that this gets more potent towards endgame.

Probably, but since I would guess that Shiv will be the last DF left, it might not work on him, since he's pretty experienced. Yeah. For Shiv, they'd have to use standard tactics. Either scan or bait.

I don't think anyone suspects our Viewer right now, so that should help.

Yeah and they're verifying him today which should help.

Hmm... it would have been clever if the DF Viewer had revealed himself first. The only way to prove that he was a DF is if the other Viewer Viewed him.

Not in this case. For one: highly suspicious player claims to be Viewer, everyone knows the DF have a Viewer too. If the DF Viewer was Shiv, yeah. But we already anticipated the Two Viewer problem when wargaming.

Well, if he wasn't suspicious, it would work well.

Perhaps. Not entirely either. They have the Thief-Tracker, which helps with these. It's not as if it'd occur to no-one that the DF Viewer might come forward instead. (The idea being the DF Viewer wouldn't scan who he was told to scan if they made him scan someone high on the suspicion list. Then they track him with Maili.)

Lo and behold, the DF Viewer has posted. And, in effect, made himself look even more suspicious, in some regards.

...he really thinks that's going to help him? Because frankly, I don't mind lynching an outright uncooperative and unhelpful villager if he's going to just screw us over when we're trying to get the DFs.

It seems to imply that he didn't really bother actually trying to get any information, which means that he wouldn't be all that helpful to the villagers. Plus, I think plenty of suspicions have been tossed around in the past few cycles.

Yeah, exactly. It's how they picked the Wolf-Brother kill as well. Based on 'who could we pick that would hurt us less to lose'? Unfortunately, that one kind of didn't go according to plan.

In the way of inactives, I think Lam is the only one left. (He's posted occasionally, but I don't think he's performed any lynchings/actions.)

Yeah, looks like it. Ironically, he did suggest lynching Ash at the very start.

That's funny. People's guesses have actually been somewhat good in this game (you know, minus the last two lynchings...)

Yeah, that's also true. I wonder why... :S

Uh... well, three-quarters of the DF are basically new, I guess.

That's also true. It's just that IIRC, Lam guessed him almost right off the bat. (Though he was wrong about Dirt.)

Aha. And now Shiv comes swooping in to defend his teammate.

Mwahaha! Bad move. Eventually. If the villagers realize that.

Especially since Wilson was talking about what a sharp player he was. Experienced, sharp player going he decides votes by flipping a coin?

Uh... maybe a loaded coin (if that's possible).

Naah, loaded die. That's how I roll :P

That's a terrible pun. But I guess you can roll loaded dice to decide who to kill.

I guess? Oh god. Sigh,

Colour me impressed, 9k words in less than 24h. How many DFs were there? Shiv, Binnut, Ashiok? And?

Kal Dell is the Forsaken, Shiv is the Channeller, Ashiok is the Viewer, Binnut doesn't have any additional powers.

Right.

I found the answer. I have to learn to remember what I read. >.< (I was going to ask what game you were preparing)

What game? :S Who?

(Oh snap, Awes the Channeller lays down the law.) You think they have identified any DFs with a degree of certainty? I'm pretty sure they're very suspicious of Ash and Binnt, but still rather suspicious of Shiv and Kal Dell.

Both of you.

Kas, is it possible to eliminate a Shade by normal voting?

At this point, no. Do you remember the Breath system in Game 4? I'll have something like that: in terms of silver. It's a resource that can be used to kill Shades or protect from them but the idea is that there shouldn't be that many in circulation and it gets used up. So both the Village and Team Evil have to be strategic about controlling the silver. So it's two overlapping games: the Village v. Team Evil, *and* the Shades/dead v. the Living. You can't ignore one game in favour of the other.

I think that would work best as a Mid-Length or full game.

Yes, I've decided to upgrade it already based on one or two nerfs I'm building in. Thanks for the tip :)

What if the Shades' attacks could only go through if they attacked someone who had killed or contributed to the lynch of the person that cycle?

Yes, thanks. That's one nerf I'm considering, for thematic reasons (spoilers.) And I do like it. There's also another I've considered: I might end up adapting Mailli's heir system for the silver. In which case: if someone dies and becomes a Shade, they *cannot* kill their own heir. Which is where the appointed hitman thing comes in: whoever the person enacting the kill that day is, they're not allowed to kill the living player who is their heir. What I like about that is that it's a sliding scale: the more people become Shades, the harder it gets because you have an assortment of people who can't kill players.

Alright, that could work.

Question: if I implemented the 'only go through if they attack someone who had killed or contributed to the lynch that cycle'--the effect this would have would be to encourage some players to sit back and not contribute to a lynch, right?

Possibly. Maybe there's a way to balance that out. For example, the one Black Market mechanic I came up with (which could be used to buy silver) involves trying to bid for an item, with votes. So if someone wants silver, then they'll try to get as many people as possible to vote against one other person, so they can take the votes necessary against them to buy it. I like it. It's really interesting. If I used that (with your permission and all due credit), then I wouldn't have to throw in a Merchant role to generate silver. At the same time, I'm trying to decide if I want to keep silver low since above all, faction conflict should also be around silver. (It can be used up, so ideally the levels of silver in circulation keeps dropping.)

Oh yeah, you can use that mechanic if you'd like. I'm not sure how to keep the silver levels low in that case. Maybe nobody starts out with silver (since there are no Shades at the start anyway) and the only way to get it is to buy it.

True. Or I could let them start with low amounts, and maybe have a Black Market every two to three cycles, which would be one way they could gain silver. The nice thing about leaving in a Black Market is that it makes player error really forgiving. (Currently, if three players used silver to attack a Shade at once, the Shade would die for good and all of them would lose their silver for good. Which would encourage discussion about it, but it makes a mistake very, very costly.)

Yeah, that could be interesting. What you could do is keep only a few roles, like you have now, but add other things to the Black Market, like the ability to create PMs or something, on the days without silver.

Naah, I'm not so generous. They get the ability to create PMs but they can't use ERNSTL >>. But yes, that would be a potential angle I could take. In which case, I would drop the Rumourmonger role. Sigh. Thanks though--it's given me quite some food for thought. My impulse would be to slim down this game though because my Roshar one had a bit too many bells and whistles. So I'll try to find as simple/elegant a way to implement these things as possible.

Good thing you haven't seen my Mistborn ideas, because those are incredibly complicated (in theory, I haven't actually finished any of them yet).

I'd be interested when you do get finished with them. I don't really have anything against incredibly complicated games--they often can be pretty fun--I just wanted to be able to create one game without too much bloat so that I can feel confident about running the Roshar game for real.

The only thing really complicated about it is the fact that it involves the 10 base metals for all three of the Metallic Arts, which is basically 30 abilities going around. (Although, Hemalurgy is basically just used to get Allomantic and Feruchemical powers.)

Ok yeah, I can see why this would come out complicated. Juggling 30 abilities and figuring out game balance for the power interactions is no joking matter. But it *would* probably be mindblowingly awesome and fun.

Yeah, I'm trying to make a list of all abilities for all of the Metallic Art metals. Hemalurgy was easy to make; Allomancy wasn't all too hard, but Feruchemy is really annoying, because you basically need two abilities for each; one for storing it, and one for Tapping it.

In the case of storing, it's more working out penalties, would it be?

Yeah, but trying to find a variety of them is difficult. Although, QF 2 gave me some ideas as to that. But I think that my favorite abilities that I've made so far are Allomantic atium and electrum.

Mind if I ask how they work?

Well, electrum is the simpler of the two; it counters atium from being used against you, and it prolongs your death by one half-cycle, like the Voidbringer role. Atium is relatively complicated, I suppose. Since it requires an atium bead to use, and atium beads are not entirely common, it is rather powerful. It blocks any attacks against you during the night, and then allows you to attack one player. But then, if another player is burning atium, it basically turns into a giant atium-burning duel where whoever has the most atium left survives.

whistles That's complicated. But interesting. Very interesting. Are you using some market mechanism for obtaining atium beads, then?

It's going to be in the Pits of Hathsin, so the skaa have a night action of trying to look for an atium bead. I'm not entirely sure how it's decided if they get one or not. But anyway, the only way to actually use the atium for allomancy is to have a hemalurgic spike, which you can buy (in some manner) using atium. Basically, there are no regular Allomancers or Feruchemists at the beginning of the game; spikes are the only way to obtain those powers.

!!! Ok, that's a switch up from the usual. Sounds a lot more interesting, actually. Forces more engagement too.

Yeah, each of the skaa start with one atium bead, so if they can get some alliances or trust going, they can consolidate most of their atium to a few people to get some powers (of course, that comes at a risk). The other thing is the evil team (the Garrison) starts without any atium or allomantic/feruchemical abilities. Yeah, I was gonna ask if it was a free-for-all. Also, they each technically have a night kill, but can only kill skaa without atium. Otherwise, they just steal one atium bead from them.

Huh. So atium turns out to be absolutely pivotal to the game.

I might the Kandra a third faction as well, if I can figure out a good system for them. I think that their goal is to end up stealing most of the atium somehow.

groan BATMAN, WHY. WHY. WHY DO YOU DO THIS. (Sorry, just saw the post in the thread.)

Yes, stealing/collecting the atium would probably be a kandra goal, I'd say.

So that's all I have for that game so far. I'm working on some of the Feruchemical abilities and changing some of the Allomantic ones.

Fair enough. This one looks like it's going to be really good when you get it up and running. Especially if you can throw kandra in.

Considering it's a full game, that will probably be a while from now. But I need to revise it anyway.

Might actually compete with Hero's game for most complex game, if you work it all out.

Holy *Stormfather*, Wilson's good.

Hmm... what?

I've access to the spreadsheet she's been running for this game. The most recent (read: end of Night 2) suspicions she has are: Joel, **Dellan**, **Bunnt**, **Trimat**.

That's pretty accurate. (I was keeping my own spreadsheet for that purpose, but it kind of became pointless after my death.)

Yes, quite. Well, you guys are really organised. I was keeping a set of sticky notes/Post-its but that was really it.

All of my suspicions for the first day were wrong, but I didn't really have much info to go off of anyway.

Yeah, agreed. Same on my end.

Incidentally: I wonder, actually. I asked if your game was going to be a free-for-all, but I *do* wonder if such a mechanic could be implemented. So people all work together but at some point, you don't know if you're going to be backstabbed despite the common enemy. Hmm.

I think I had an idea for that, but I forget what it was for...

Pity!

I'll probably remember soon. I have a whole document full of ideas for Sanderson Elimination games.

Oh yeah, I think it was going to be a faction game, with really small factions. Basically, like the highprinces idea I mentioned somewhere far above, but without the Parshendi spies as an enemy. It'd be more like last game.

It'd certainly be interesting, but given the reaction to QF2, I suspect some people will also be turned off.

Possibly. The problem with faction games is mostly with lynching, since basically everyone is your enemy, the lynch is more random than intuitive. That's really the main problem with a free-for-all game.

Yeah. That's why I was wondering about having it start off with a common enemy but as win conditions are solo, backstabbing and deals are all over the place. And of course, Team Evil will theoretically want to use that to their advantage.

Well, that's pretty much what happened last game. But if we didn't have the Nightwatcher and didn't give Team Evil a huge amount of information, it would level the playing field and make thing less crazy. Which, in effect, is similar to Wyrms' game.

Yeah. Except I was thinking it would be hilarious to take Elimination seriously, as being eliminating all your fellow members, not just everyone except your small faction. But this'd only (probably) work in one of those role-heavy setups.

Hey Rengar, Gamma just got back to us. 1 night action per person. (Apparently, the Thief-Taker is the only exception but that's because he does it in the day.)

Ah, so I see. That's good news, then. Yeah.

This is slightly off-topic, but I think that in Mistborn games so far, the vote-changing roles (brass and zinc) are inferior to the other metals. Normally, it wouldn't matter that they are unbalanced, but for the game I'm thinking of, where you are able to have a small choice over which metal you can have, it's annoying.

If I ever ran a Mistborn elimination game, I would probably make Soothing/Rioting be Role-blockers/Role target randomizers. I almost ran my Flaring Metal game instead of WoT, but I just couldn't get the roles/metals balanced in time. Since Mistborn is the most elaborated, or well understood magic system we have from Sanderson, any game that gets run with that setting could easily become the most complicated game we run on this forum. (which isn't a bad thing, at all) I, for one, welcome unnecessary complications >>.

I like the Flaring metals idea; I came up with a few concepts for that for the metals I made as well. (And I'm making a Feruchemical version as well, where you Tap twice as much.) Yeah, I have a reall big doc of Mistborn ideas.

Is this for the one with the skaa v. Garrison? No; I'm not making things *that* complicated! Just checking :P

I notice Hero suggests I let the Shades keep their initial win conditions and vote for a group kill. I admit it's one way to run it but I'm not that keen--I remember the dead doc in QF2 *wince*

There could be other ways to go. All I can say is Meta's QF will definitely have a few good ideas you may be able to use with your game.

Fortunately ;) Rengar's had some pretty good ones too in helping me tinker with it though.

Gamma, a question: how do you maintain game balance?

Phew. I designed a game and am halfway through running it, and I'm *still* trying to figure that out. :P My way when building my game was to make sure everything had a possible response to it (which is where I messed up with the thief-taker, kind of). There's one Wolfbrother, so a Wisdom could possibly cancel that out each night. 2 channelers, each with 5 different abilities that could be potentially used against each other, then the extra Viewer to help keep track of converts, and the Whitecloak was just an extra overall role-block/protection role to stop some of the possible role interactions, and maybe be able to stop/counter the extra Forsaken kill. Or at least, that all was the idea. :P

How did you handle numbers, though? I recall you mentioned you'd run simulations to figure the ideal number of corruptions to give Fain.

Well, not "simulations", just writing on paper, *if* say, there was the 3 DFs and the Forsaken, that gives 2 kills a night there, and the Wb gave one more every night, and with each Channeler being able to Fireball once per game, I just kind of went off each night, assuming the *worst* possible game for the villagers with a mislynch each day, and maximum number of kills each night, and Fain getting off a Corruption, keeping track of how many possible roles the villagers were down, it looked like a game like that would only last about 6-7 cycles (day and night). So I just figured 3 Corruptions would've been a good cap, as that put Fain on par with the DFs (also allowing for the possibility of him being able to Convert all the DFs, getting them to take out the Forsaken, and win with Fain)

But yes, I understand. Besides, ain't gotta be some fancy program to be a simulation!

Well, for deciding the DFs, I got everybody "Role'd" up first, and then decided the DFs would need at least One Viewer, a Channeler, and then a Vanilla, so then I just "flipped" between whoever had those roles on the list to see who among them was DF or not.

Considering who the other Channeler was, I can't decide if that's a good or bad thing >>. But yes, thank you. This is really informative and helpful :)

Next time, when deciding who gets what Role, I'll set aside the DF team in the list beforehand, so they'll just get taken care of on the list without any extra rolls or flips seeing who then becomes one.

Taken care of on the list? You mean the one you feed to the generator?

Wait, so how are you supposed to figure out who gets what role when making a game?

I just used the [Mafia Randomizer Generator](#). And yeah, on the list instead of putting in Villager: 12, Channeler: 2, Viewer 2, etc. I'd put Villager:11, DF Villager:1, Channeler: 1, DF Channeler:1, Viewer: 1, DF Viewer: 1, etc.

Makes sense.

Cool. I used that to make a sample for my next game, using some of this games' players. (It's obviously not the real one, but Kal Dell ended up as a Skybreaker, coincidentally.)

Gamma: how do you figure out numbers, though? As in, how many channellers, whitecloaks, etc?

It's the "Validate Entries" thing, the second from the top. That basically lets you set everything.

I was actually referring to game balance issues. Oh, nevermind. In terms of "how do you figure out how many whitecloaks ought there be". Sorry, my bad >>.

Yeah, for my upcoming game, I think I've already set the number for most of the roles (well, at least for the Windrunners, Truthwatcher, and Skybreakers).

How have you figured yours out then, Rengar? (Apologies too if I haven't specifically asked you: please share too!)

Well, mine doesn't really have many roles, but I wanted there to be two Windrunners and two Skybreakers because both were the main members of each team, but I didn't want the game to end in some coincidence on day one, so I chose two players for each side (since once either the Skybreakers or Windrunners and Truthwatchers are dead, the game ends).

I just kind of "guessed". Since I wanted my game to be a more Villager-Centric game, I knew most roles would only be one-of-each, but knew I couldn't have *just* one of a couple roles, to account for DFs and Fain stealing roles. So 2 viewers, automatically, to keep up with conversions, with one of them being a DF to be fair. I knew that if the DW died on Night 1 or got corrupted early, that would really have screwed over the villagers to lose too early on, so 2 of those. And with the Thief-taker and Wolfbrother being villager only, I knew the villagers would have some good fire-power, so I made the second Channeler be a DF to balance, after I figured there would be a second to counteract the first one sometimes.

...whoa. Seriously, thanks to both of you. I think after a few more tweaks and thinking about the numbers, I can apply for mine as well :P

I was going to ask, is there a Cap on how many Shades there can be? I would definitely then make it maybe, with each Shade made, the % of someone becoming a Shade decreases? (It's harder for people to become shades with each passing one made)

Shade cap, atm, not thinking of any. With Rengar, I've thought of and pushed through quite a few nerfs and outnumbering isn't their win condition. Ah, thanks, I'll add that to the nerf list to think about as well :) Technically, I'm not sure if a cap would even come into play, because at the moment, I was considering announcing at the end of every full cycle how many Shades there were. The thing is, if a number of players start with silver, and if there are only two dead each full cycle, it doesn't really take a genius to figure out who should be targeted.

True. I'm gonna hop off for a little bit though, but I'll be back on later. Y'all dead folk take it easy now, y'hear?

Uh, sure. No promises, though. :P

Late to the Conversation. I had another Super complicated Idea for a Game. Worldhopping. The way it works, instead of a thread a day, there's 4 PM groups. Nalthis, Scadrial, Roshar and Sel. You can only Lynch/kill/affect a hopper in your PM group. Each cycle though, one of your possible abilities, is leaving the planet, and going to a new one. Would this be too complicated?

With no thread that'd be difficult, and might change the nature of the game too much. Because a main part of Mafia with the daily lynchings is the public debate, and people being able to analyze what everyone has all said to come to conclusions.

Hey, my panda already is one.

The interesting bit is that it would be pretty much 4 interlocking games going on at once. That might be pretty interesting. Although I think you still need a meta-game or risk having people be unable to track what was going on—if you have a Team Evil for that game, their ability to coordinate over a doc would then give them an *immense* advantage over the regular players.

Who's the Narwhal? Rengar, earlier. Don't know if someone else registered as the Narwhal recently. You're a Capybara at the moment. The heck is a capybara!?

Oh hey. How ya going Kas? Slightly better for me: I sorted out (mostly) the problems with my university admin so it doesn't look like I'll have to do an full-paying extra semester. Which is always good for my wallet. So startling how everyone is in uni or college here. Lots of them aren't though. Think it's just me and King that I know of. And Saritu is starting. You aren't?

Well, Rengar, you're right. They bought it, and now they think Oracle is a DF. I think this might've involved Shiv in some way. And they went for the lev bait. Of which only Newan is making sense--why treat the DFs as complete amateurs?

Haha, I guess the villagers thought things were going too easy for them, so started second-guessing everything. :P

Possibly. Wilson's spreadsheet (yes, sorry Wilson, I'm shamelessly exploiting my continued open window into the village mind as it's *dead* boring staring at the thread--silence--) indicates the current major suspects: Nath, Darkfriend Viewer--no uncertainty, his name's been underlined indicating...relative certainty, I think, since confirmation is bolded, **Dellan**, Darkfriend, also certain, Lev is, interestingly, uncertain despite the fact they're lynching him, but she thinks he's a DF, the Forsaken even, and Aspren is considered another uncertain DF, possibly the Channeller.

Heh, I enjoyed the pun. Thanks ;) Good Guy Fain continues to entertain.

Hmm, interesting. Heh, that *would* be a twisted sense of humor of the Dark One, to tell a bunch of DFs to listen to and follow a horse! :P Almost as much as the horse being the one to bring the noose, yes? ;)

Shiv, you may be interested to know, is considered a certain villager. She's more unsure about Binnt, but has left him at villager for now. In addition, Ash is considered a certain villager/Viewer. I am *really* interested to see how they considered Nath the DF.

Yeah, the DFs started playing some *real* nasty mindgames last night, somehow. I was very impressed with how they turned around village perception on them.

Well, that's the nice thing about being perceived as new. Unless you do something blatantly weird, pleading new player, inexperienced, overwhelmed by the mindgames of QF2 usually lets you fly under the radar a lot more. I was working in the same faction with Ash and Binnt last game (as you know) and even despite seeing Ash's weird behaviour, I considered giving him the benefit of the doubt--that he was adjusting. Binnt too, kept pleading the "I've never done this before!" line. (At least I'm guessing this is why I got left alone a lot >>. And I have to admit, I was using this as well during this game with Aonar and Wilson. "This is my first real game as a villager, off the training wheels. *I feel so lost.*" Besides, it's not like I'm going to get to pull out the 'new player' card next time, so best milk it for all it's worth :P)

Haha, yeah. Definitely is a valid play style for some players right now. Unfortunately, I doubt I'll ever get to pull that card. >.<

GM Almighty, no offense, but given your past history in this game, I'm going to treat all such declarations from you with the same amount of instant alarm and suspicion I'd give one from Wilson :P

Haha, fair enough. :P

Although to some extent, she was saying she'd never really properly played a villager before since the last time, she trusted Bartbug, and we all know how that went >>.

facepalm ugh. I don't like to talk about that. I was *just* as trusting of Bart, if not more, since I was the person that declared he *had* to have been a legit Seeker. >.< I definitely learned fast from that game, haha.

What exactly happened? :S

Just Bart claimed he was the Seeker, and gave my 'results' with confidence, so I assumed he couldn't have been lying (not even suspecting that a Spiked seeker scanned me and fed him the results). So most of us villagers lashed around Bart, despite the *other* Seeker being lynched and revealed good. (That probably should have been our clue) :P

....then I hope they lynch Nath. Wilson seems to think it likely he's a DF. Given the trauma you guys are carrying around from Bart, I *bet* she'll twig when Nath appears to be a Village Viewer. But in the same way, if Shiv knows (was he in that game?) he'll probably try to stop that.

He was in Game 2, where he successfully tried to warn everyone about the Wounded Gazelle Gambit. Of course, that being the second game, everyone thought he was just trying to distract us with his links and talk of TV Tropes.... so that was pretty eye-opening when he turned out to be legit and we were all like, "Huh. crap. He might have actually been onto something". Hence, the praise he's received in this game already for his past performances. Although, when someone called out Wilson on him "putting votes to good use" by quoting him by saying he flips for his decisions.... that was hilarious. XD

Agreed. It was also brilliant, TBH. I'd have done the same if I were a Villager, because coin flip? What? :P And in all fairness, Shiv and Jerric were additions to the team Wilson suggested we make. My impulse was just to reach out to Awes and (maybe) Maili. So pretty much my initial assessment of Shiv was built on Wilson's testimony and how much trust I put in her.

Yeah, Shiv has been doing a very good job of flying under the radar. And her story has just been great. Channeling Domani Gleewoman Dreadlord, who took over an inn, invented waffles, and became mayor? Songs will be sung of her exploits for Ages to come!

Indeed, indeed :P My loyalties are rather divided, but if the people I worked with die, then I'll root for the DFs :P

Haha, fair enough. :D

Yeah; I admit I'm rooting less for the village than for the Village Team, if you know what I mean >>.

Haha, Good Guy Fain in action. :P

Good Guy Fain: Supports friends, not the village? :P

Heh, well, thread closed. Time to grind out a write-up. :D

I am very interested to see, GM Almighty, how you will hang a horse. I will *a/so* be very interested to see their reactions when they realised they just hung a villager, albeit one who made a very bad decision. I hope Shiv dies soon though. (After you mentioned why you put the Whitecloak in the game, I just really want to see a Whitecloak v. Channeler cage match in the dead doc >>)

Hahaha, get a Ghost Fight Club going in The Cellar?^{The Cellar reigns} :P

Shh. The first rule of (Ghost) Fight Club is that you do not talk about (Ghost) Fight Club!

The second rule of (Ghost) Fight Club? You do **not** talk about (Ghost) Fight Club!

The third rule of (Ghost) Fight Club: someone yells stop, goes limp, taps out, dies (again), the fight is over.

I have to admit, I'm rather miffed by the fact that Douza is quoting me selectively. I did say we could assume the Forsaken hadn't made a kill, but I'm pretty sure I said in that PM that it was better to assume DF competence. Problem with the lev lynch now, it assumes DF incompetence. (Newan, 2014.)

Wow. That is just sad. How do I wake up to find the horse getting lynched?

Believe me, watching it happen is even more painful. You saw the updated suspect list? No.

Nath, DF Viewer (they seem to be relatively certain of him.)

Dellan, DF.

lev, DF, Forsaken (they seem to be unsure about this but still ready to lynch)

Aspren (Sprell), DF, suspected Channeller.

That's pretty bad.

Yeah, especially since they started off having the DFs on the ropes. Right now, I think/suspect one of the best things we can hope for is to see Nath in here soon. Maybe tonight.

Well, I guess the horse is getting cast into the Cellar.^{The Cellar reigns!}

Can't say I'm disappointed to see him in here. How does that make you feel?

Eh, I'd rather see a DF ~~getting tortured~~ in here. This is partly why I didn't want all of the power in the hands of a small group. Now, basically, they're making all of the (wrong) decisions here. There needs to be someone to step up and tell them to stop.

I'm not sure that would've solved things. Spren managed to do it (stepping up) two games ago, but this time, he's not picking up it. My take-home lesson is different from yours: yours is that a small group shouldn't have all the power. Mine is that all assumptions have to be clearly demarcated and questioned and removed, whether or not the small group likes it.

Yeah, that's probably a good idea for them to do.

If I shift your small group point slightly? It would probably be a *lot* easier to catch them at it if it were being done on the main thread, that I can agree with. Now that I'm dead, there's no worry of allegiance changes.

I'd try to make a core group to help keep people in line and inform new players of what's going on or find info, but then extend their reach to all of the other players, so that they can compare their information or change it if necessary.

'Their reach'? (Also, my understanding is that almost everyone is corresponding by PM now. The real problem is that it's mostly flowing one way at the moment.)

Hmm... I think it might be more of the Diagram. A very unstable Diagram. But if the core group were to post their suspicions in the thread, it could help to gather information, be seeing everyone's reactions to it.

That is the current problem. Initially, I didn't do that with Ash because I wanted to use him to send misinformation. I don't know if I'd still see it as worthwhile by this point in the game, had I still been alive. But yes, they need to throw more information out there. Core group is supposed to be the targets; it doesn't matter if they say the Viewer told them X. This is pretty much the reason Maili was never a contact--I was supposed to be the target instead of him.

Hmm... I'll need to figure out a better plan for this in future games.

Which?

Just for how information is going to be passed around (I meant for playing games, not making them).

Got it. Yeah, that's always a problem. How to do it in a way that works with the threats faced in the game. It's somewhat ironic, I will grant, because the lynch discussion is/was supposed to be informative, but it won't be if almost no one is really discussing things.

Which is what seems to be happening now...

Leider...

As much as I don't want another innocent to die, I really want to see how Bela will be killed in the Cellar^{The Cellar reigns!}.

Unfortunately, at the moment, it looks like more innocents will die. And I just really want to see how Bela will die, period. A horse is making all of these so logistically complicated...

It would be funny if the horse was the Channeller or something. I'm guessing that the DFs are laughing in their doc right now. They probably have, like, ten whole pages of their evil laughter.

Then we'll just have to beat them to twenty pages. And actually, Gamma found the idea of the horse being the Forsaken even more hilarious. Just imagine a posse of DFs having to take orders from a horse...

Oh, we're past 25k words!

Past the halfway mark! Hurrah!

Also, Binnt? Slandering me to Wilson, according to the spreadsheet? Wait until you get here. Second cage match: very, **very angry** retired Thief-Taker versus regular DF.

Well, at the very least, this game's probably going to take longer now. Which may or may not be a good thing.

Good if they're entertaining the dead. If they're going to stay in their storming PMs, I'm going to get very annoyed with them.

I hope lots of people die, though, so Meta can reveal his Super-Mysterious Game of Mystery.

...agreed! :P Sorry, village: my loyalties can apparently be trumped by a Super-Mysterious Game of Mystery!

We don't even know what planet it's on! (Or whether it's actually on a planet.)

Braize. j/k

My guess is that it would be a Mistborn game, but it probably isn't.

Bah, write-up finally up. >.<

Oh, I think Rishi voted for Bela to be lynched.

You're right. >.<

And Ash replied freakishly fast.

lol, yeah, I guess a few people were hovering, waiting for the results. XD

Bah, crap. I totally meant to put in a paragraph about haunting voices being heard from inside of the cellar of the ~~Spruce Thicket~~ Waffle House. Next write-up, for sure. :P

Alright :)

THE CELLAR REIGNS.

Hm. So it's 14 villagers against 4 DFs right now. And, most likely, a whole bunch more villagers are going to die tonight. Yeah. Oh well.

Yeah, the game could definitely still swing either way right now. Tonight should be very interesting.

Does it matter? :P There's the **WORLD CUP!** I'd forgotten Germany v. USA was on today. At the moment, that's looking more exciting than a dead thread. I shouldn't have deleted myself from all PM messages on death. At least I could see things and be slightly entertained as one of the intrepid, voyeuristic dead >>. (I should clarify at this point that I'm supporting Germany.)

Good Guy Fain: dies, so he removes himself from your PMs :P

Something I'm regretting greatly. The thread is shaping up to be as entertaining as...England v. Uruguay.

More people need to die! Mwahaha! Khamsi doesn't know what she's done by transforming the Spruce Thicket into a Waffle House. And the Cellar^{The CELLAR reigns!} isn't pleased with it.

Nath needs to die. If only so they can realise how badly they've screwed up, to use Aonar's words.

What happens when Alv dies? Then they'll be forced to discuss their plans publicly. It might not be too bad.

Yeah, that too. But that means then that the Viewer/Thief-Taker will essentially be forced to remain silent unless they find something *absolutely* incriminating. Awes still has a HoA on their side, so if he doesn't whip it out tonight, Oracle and/or Scooby-Doo get one more shot at things.

Yeah, taking out the DW would help the DFs greatly.

Not looking too good for them right now.

It's not unsalvageable. But it reads like tonight? might be a big deal for them. Two kills plus one mis-kill from Batman, potentially one more from Awes could really, *really* hurt them. They'd be down to 10 villagers v. 4 DFs. Still not insurmountable odds, but somewhat harder to recover from. And my current worry is that Wilson will let Shiv know about Batman's identity as she trusts him. I mean, we all know Batman is Bruce Wayne but damn, no one alive is supposed to! I guess it's too late then... Batman has been revealed. Luckily, they don't know Nath's secret identity is also Bruce Wayne.



Nath is Bruce Wayne? What? I thought Nath's secret identity was Barbara Gordon!

There's always another secret.

You don't say.

Ash's secret identity is an Ewok. The "Ash" part is just a distraction.

But ewoks are pure of heart! Ok, well, actually. In this game, I do think the Villagers are the Empire. (Awes may have quoted the Emperor at one of the DFs), so that makes the DFs the rebels.... so yeah. Ash is totally an ewok!

I think we do have some rather bloodthirsty villagers here.

...does that make us redeemed Force ghosts? :P

I guess so. And the Cellar^{The CELLAR reigns!} is the source of the Dark Side of the Force.

Gamma: which quote and where?

If we're redeemed Force ghosts, can Gamma tell them, "Use the Force, Luke!"

Well, Luke would have to be one of the DFs. But which one? Either Binnt or Dellan. (Khamsi is Princess Leia.)

Not really running with the rebels-Empire on this one. It'll be stronger in King's Mistborn House War game, given that the Eliminators are skaa ;) Those annoying skaa. Trying to get their own freedom and stuff. Who do they think they are? It's almost as if they think they're *people*! :O Impossible!

Hey Gamma, if we're all dead and redeemed Force ghosts, can I use redeem on King? :P

I'm still really annoyed. There were 12 villagers in this game. I had awesome odds at becoming a regular villager :/

In my game, the Darkeyes are the ones with the most potential. :) I like the regular roles, though.

I do too, especially since I don't get to be one :/

It'd be funny if I got a really powerful role in one game and just didn't use it.

That's kind of this game. Death does those things.

Oh yeah, well... Death is cruel. But what if you had a powerful ability and survived the whole game but didn't use it?

Probably not the best idea, but it would be humorous.

whisper do it just to frustrate Jain.

I *might* do that in some game (depending on the other roles) just to throw people off. And then I can go in completely unexpected and do some sort of last-minute kill.

That's be interesting :P And would throw people off.

Oh, come on! Awes has shifted on the suspect list to DF. And he's being Viewed by Ash? Sigh. I hope he pulls out that fireball tonight on Ash.

That'll also be rather suspicious as well. You fools! You deserve the *Doh!* award for this!

Yeah. Then again, I'm not sure if we'd have done any better had we been alive.

Probably not. But it will still end up being an unfortunate choice at the end of the day. :(

Yeah :/ I don't understand why they've decided to skip the Two Viewer tests.

I don't know. They would've benefitted from that. And how do they get from being about to kill Ash to trusting him? I'm going to spiritually slap them once they're in here.

It's good that my access is View Only or I might be really tempted to highlight Ash in yellow and put ?!?!?!?!?! there.

"Doesn't know who to trust and doesn't like bossy Wes." Seriously?! *facepalm*

That's... wow. I mean, I didn't really trust Awes either in this game, but still, that's not much of a reason to dislike/kill him.

Let me get this straight. He claims to be a Viewer. This is...Day Three. He doesn't know who to trust. If a Viewer doesn't know who to trust, I don't know what is left to be said. What has he been *doing* for the past two nights?! Nothing?! Writing the latest HK drama serial?! (I mean, think about it. He can't use the 'I saw villagers' excuse. Padan Fain is dead and the Forsaken killed.)

Ugh... why can't they... I'm going to spiritually slap them all so hard.

I've got your six, Rogue Leader.

Anyway, I'm making a few slight changes to the game I'm going to run. I think that there will be unlimited PMs, but I wanted to be included in all of them, because I had a specific rule against the Squires mentioning the names of other Squires in PMs (or in-thread). The only issue with that is I'm going to have a lot of PMs to sort through.

Same problem for mine, but I'm getting around it. Wilson recommended that I let the Bondsmith send unlimited PMs, but after looking at this game, I'm going to keep the restriction to 2 per cycle. So...I guess it'll take me a while to share your pain w.r.t. number of PMs :P

I don't really want to make any restriction on the number of PMs in my game, but I might have to.

How so? (PM restrictions is something King and myself have been considering, partly because of this game.)

Well, just because of all the PMs I have to sort through... nah, I won't limit it.

For me, I feel like I have to because otherwise the moment one confirmed player appears, the Truthwatcher can spill by going "Yeah, X Y Z look really suspicious" and then it gets too close to game over. So I need to encourage public discussion.

Also, Newan is getting the right idea. Thanks, Newan.

See, this is why I didn't want a core group making all the decisions and stuff (or at least controlling all of the ideas/suspicions). But as for PMs, I do need to make some sort of restrictions, since the Skybreaker can't be converted, and it would be easy to tell if one of the people converted was a Skybreaker if the Squires could tell other people who their fellow Squires are.

Teaspoon of salt though. Remember, my access is only to Wilson's notes. The game may look entirely different if we knew how Anar's notes looked like. Ah yes, fair enough. I'd suggest a closer look at the Squire rules for naming though.

Gamma had the same problem with preventing the Corrupted from betraying Padan Fain, remember? You just don't want a particular intrepid Squire trying to munchkin his way through your rules.

Yeah, I'll look over that, but the Squires do retain their alliance and win conditions upon being recruited, so it's slightly different. The only other thing I wanted to figure out was whether votes would happen in-thread or via PM, and then revealed the next day. Both options are almost the same, but there are some differences. I think I'm leaning more towards in-thread votes.

At least for my game (depends on what you want, I guess), I'm leaning towards in-thread because I want discussion to happen, and without discussion, things are pretty pointless for the Truthwatcher. His job is just to sit there until someone he can trust talks to him. Discussion gives him a more proactive role, even if he has to be careful about it.

I think it's kind of similar in my game, so that's what I'm probably going to do.

Fair enough.

Anyway, I suspect we all agree more than disagree. I don't think you're denying that a core group at least allows us to handle how role information is best given (e.g. to the Thief-Taker) or used (in particular for strategies that involve tricking the DFs), and I'm certainly going to agree that they shouldn't be having all the information cards at this point in time. It should be out there in the thread with a lot more discussion about what the suspicions are than in the PMs.

Yeah, that's what I think. Limiting who you reveal your suspicions are doesn't help anyone. The reason I think that people are doing it via PM is because they are worried about being lynched for voicing an incorrect suspicion.

Agreed. I admit it's a risk, because it *does* happen on occasion (even with innocent moves, like what you did at the start), but at the same time, it's not worth the costs. And often, with most of the information on the table, voicing an incorrect suspicion *usually* shouldn't outweigh a general pattern of behaviour that isn't itself suspicious.

Usually, I find the second person to go along with an incorrect suspicion more suspicious than the first. Obviously, like what happened yesterday, this isn't always true, but it can help to give some information.

Lighting up names in red helps on that front too.

Yeah, I've still never done that yet.

Me neither.

Well, maybe in Game 7 (I don't know what that actually is). According to the GM list, it is Bartbug's game, but I don't think he's ever mentioned a game. Of course, the GM list isn't set in stone.

Mhmm. Hopefully, it'll be closer to a regular game. I *still* haven't done one of those as a villager yet...

I still haven't really done anything at all in a regular game yet. (Not that I've been in any other games, but my early death was kind of depressing...)

And you won the Weiry. Yay! Sigh. Better luck surviving next time, to both of us :/ I'm miffed because I died early in QF2 too...

I need to be less suspicious or something. Although, I don't think my death was entirely my fault. It would have been nice if people had voiced their suspicions earlier than the last second. Sigh.

Yeah, agreed. Kind of my fault in my case, kind of Maili's, kind of Shiv's. Oh well.

Oh, wait, I remember why I chose not to make lynch votes in-thread in my game. It was mostly so those who could use Basic Lashings couldn't be entirely sure whether they'd be lynched or not until the cycle was over.

How does that work again?

The Basic Lashing protects yourself from a lynch, and diverts it onto the next-greatest voted person. However, it can only be used every two days, so using it comes at a risk; you cannot use it the next day. Also, if it does end up diverting the vote, then it'll be revealed in the write-up.

Ah! Got it, no wonder. Makes sense, then.

Other than some Squire-PM rule modifications, I think I've got everything down for the game.

Ha! Awesome! I still need to figure one or two role interactions out, but after that, I can sign up to be on the GM list as well :)

Meta said that they'll probably have the Mid-Length game rules set up around the time his game begins.

Excellent. Then I'll hold off. Rengar, your opinion: is a death PM any worth it, or should I just replace it with the Tineye ability to send messages anonymously?

What role is that for?

Willshaper. Initially, they could send a PM to a trusted source telling them who the Truthwatcher was on their death, but in retrospect, that doesn't seem to be a good idea. Dying Willshaper + confirmed player = maybe not a good combination.

Yeah, I can see how that could be unfair. I don't know about that.

Alright, thanks, I'll think about it :)

Well, the thing is that if the Willshapers knows who the Truthwatcher is, there isn't much he can do, other than try to get people to vote for someone other than the Truthwatcher, which is suspicious in itself and could reveal the Truthwatcher role to the Voidbringers if they look carefully enough.

Ideally, or at least the accepted strategy in the game I've taken this mechanic from is for the Willshaper to pretend to be the Truthwatcher. One way this works is that knowing the Truthwatcher needs a *lot* of cover, people from Team Good shouldn't be staying silent and waiting for PMs. They should be making as much noise as possible to conceal the Truthwatcher in the discussion. In turn, a good Willshaper should theoretically be watching to see who the Truthwatcher is suspicious of, and then using that to guide his appearing to be the latter. It's tricky to do. But I did think that the trickery and misdirection involved in A:TR were similar to those in a standard elimination game. If he's just sitting back and passively protecting the TW, he's honestly doing a really bad job.

Alright. So the only advantage of the Willshaper is that it knows who the Truthwatcher is?

And that their vote cannot be altered. And can send one anonymous (not-so anonymous?) message on death. I would make them immune to their actions being changed but they theoretically don't have night actions.

Maybe he can make a message to be written in the write-up upon his death.

Yes, that's what I meant by the 'not-so-anonymous' message, as the PM could potentially be pretty gamebreaking.

Gamebreaking things are annoying. I have to keep adding clauses to my Squire rules to make sure nobody breaks or exploits them.

What are they looking like so far, if I may ask? *curious*

The Squire rules? It's probably the longest section by far. Yep, it is. I'll copy what I have so far onto here:

Squire: You are a servant of the Windrunners, chosen by them to do their bidding. Once you are recruited, you randomly receive the ability of one of the three Lashings, and you are revealed the names of the other Squires (but not their alignment, or the names of the Windrunners). Darkeyes and henchmen may become Squires, but Skybreakers and the Truthwatcher cannot. If a Windrunner attempts to convert a Skybreaker or Truthwatcher, the Windrunners will not be notified, and the attempted convert will not appear on the list of Squires. The Squires have a secret Google doc on which they can plan, scheme, accuse, etc. **A Squire cannot reveal or hint to other players the names or abilities of any of their fellow Squires in any way** (but they can reveal their own role and ability). However, henchman Squires are an exception, and are allowed to discuss things about the other Squires (including names) in the Skybreaker Google doc (but nowhere else).

Ah, yes. Cunning. I'll likely have to tighten down on the hinting as well. Question: why the difference for henchman Squires? Because of their initial loyalty?

The henchmen were originally designed (and still are) just to give information to the Skybreakers, which is why they're allowed to communicate the other Squires' names with them.

Understood. That explains it, thanks!

Would be kind of funny if they got the Wolfbrother to kill himself.

Wait, what?

Now there's suspicion Batman is actually Oracle. If it goes down to a lynch and they *lynch Batman*...actually, I don't know which would be worse/funnier: lynching Batman or asking Batman to basically kill himself.

I think a smarter idea would to get the Oracle to "kill" Batman, which would basically prove Batman isn't putting on another disguise over his disguise (which, in turn, is also a disguise).

Yeah, except they wouldn't do it as the suspicion is that Oracle is the DF Viewer. Sigh. Yeah, disguiseception. I am honestly not even following anymore.

Why would the DFs have made such a complicated plan in the first place? Actually, that sounds like something I would do. There's complicated and there's Rube Goldberg. For me, this one kind of falls into the latter.

Well, I don't think that's the best kind of reasoning that the villagers can go off of. If one part of that chain of assumptions is wrong, their outcome is wrong. And there are a lot of things that they are assuming here, without considering each of those assumption in the overall outcome.

Yeah. That is the current problem. Changing assumptions is all well and good but it has to be part of the bigger picture. Again though, with the caveat that Newan, Aonar or someone else might be focusing on more fruitful lines of thought.

I guess we'll find out soon.

Doesn't really matter. We're dead.

Well, there's a benefit of being dead.

?

We don't have to do lots of plotting and stuff.

Yeah, we get to sit around and comment.

Yep, this is fun...

And probably annoy the living because we talk as though this is easy >>. We'll definitely die first next game. Again.

Dying is always fun to do. Or, at least if you know you're going to die, you can always just annoy people to no end before you go.

Annoying people: the privilege of the dead. We need *some* consolation after all, for the fact that we're stuck here doing...I don't even know really.

I'm starting to run out of things to discuss. Well, interesting things at least.

Me too. Well, the thread will get interesting eventually? >> *vain hope*

Ah... hopefully...

Or we'll be bored. As usual.

Yep.

This isn't good. We still have 21.5k more words to get through, and I am, indeed, rather bored.

Ha! Only 28k words! Over in the Spectator Doc we're at 35k! And some even had to be cut at one point! (Although Meta, King, and I are definitely some of the more chatty people besides Khas and Rengar over here) :P

We can do some cutting here too, if you'd like ;) (This just shows why none of us should be on a doc at the same time, or the result is...chaos.)

Added something just below the end of doc bookmark. Hope you guys don't mind. I reckon that if anyone struggles through this, they might like a reminder that we're basically like football fans doing commentary--easy as hell to cringe over, not so easy to play the game.

And Meta's super-secret Game of Mystery is up! I like it. It'll also give me a chance to see how the Truthwatcher mechanics pans out: although admittedly, slightly/somewhat different.

It seems nice. Meta's game I mean. But, isn't there the chance to be horribly random? I mean if for whatever reason the 1st one to be targeted ends up being the captain it's going to be a **very** short lived game.

Your inclusion of the Willshaper seems to mitigate that strongly.

Yes, it might be. That's why it's a Quick-Fix. But I think that does mean that a good way for us to protect the captain, assuming we end up crew members (I have *horrible* luck on that front) would be to fake claim and keep them guessing. We want to remove as many indicators of captaincy as possible. And if the captain is assumed to be the one who remains silent, then we have to keep quiet too.

Or maybe hide the captain among those claiming to be a captain. :D

Yes, but ideally we want as wide a number of targets as possible. If only 5 or 6 claim to be a captain, this could still be over really fast. What interests me is what the strategy with regard to the Quartermaster will be.

If I were the captain and the game runs long I'd hoard up coins, have him killed and get the Axe. Everyone will be on the chopping block then. But it's unlikely. I like the mechanics of gambling but it might end up throwing any attempt at that strategy off. And I guess he'd desperately want to save for a buckler.

Yeah. I forgot to ask if items can be given. But on the other hand, when I think about it, if you want to get to the captain and you're not sure who it is (no PMs), then the mutineers might very well kill him for the Axe just to butcher their way through the crew.

Yeah, but it might retort against them. The ideal for the good team would be for the captain to get the axe, but it's just as important that the mutineers not get it. If anyone hoarded the money it would be a good time to spend it all.

And a good tactic to control the flow of money might be to get loaded dices and just keep gambling. So one person would have no money at all, and you know how much money everyone has.

I'm not entirely following, sorry. How does that work?

Well, it's not entirely sure, but if you get loaded dices you can reroll the last roll. This raises the chances you win the gamble. Actually scratch that. I was forgetting the money you get back, and was thinking you invest everything in gambles.. But just one person winning many (or preferably all) gambles, which is the only unknown source of coins, you can be sure of how many coins one has. Assuming bidding is public. I can't speak english any more apparently.

Hello, everybody. Hey.

But you get coins for voting and for posting as well. I'd reckon that'd throw some mud.

It was just a misguided idea to keep track of everyone's money. But it doesn't work. The basic idea was that just 1 person invests in gambles so the flow of money is kept under control. But Meta designed the gamble system better than that.

Not to mention you can be certain our mutineers won't play nice.

And that. But maybe it's possible if one crew member invests everything in loaded dices. I mean, it raises the probability significantly of winning one bid (I think).

Even then, no guarantee you get it: you only have the loaded dice for one cycle. Then you have to return it.

Yeah, the idea was flawed in too many ways.

Still, it's an interesting idea. I'm trying to think about how we could maybe make it work.

With probability you can't make it work 100%. But the game would need to last for quite a long time to even see decent statistical results.

I'm going to sign up for Meta's game soon. So I'm guessing the lynch is done via PM, like the others.

Don't look like it. Seems like everything is done in-thread.

~~Likely~~—Right, there's colour indication, so it probably in-thread.

Hmm... I would guess that it's a good idea for everyone to vote in the game, so the Mutineers don't get control.

I think the coin reward for voting is a nice idea. You're strongly incentivised but you're not punished nor forced.

Ha! King and I just flipped a coin to decide who the older brother was. I lost >> Get lucky next time. (Or however the stock casino phrase is)

Do the Mutineers start off knowing who Crushthroat is?

Can't be. If they do, he's dead, period. I think no one except Crushthroat starts off knowing who Crushthroat is. Even Meta can't be as cruel as to make Crushthroat himself not know that he's Crushthroat >> *famous last words*

Is the winning condition that he be lynched though? Maybe it's public.

Yes, it is. To win, the Mutineers have to lynch Crushthroat. To win, the crewmembers have to lynch all Mutineers.

But what if the mutineer or crushthroat are killed with the axe?

Ask Meta? I'm shy. <.<

I'll tack it on then. I have several, several questions. One more won't matter. Cheers. Done!

Good job Newan.

Actually, I think if I were still alive, I'm not sure I'd buy that evidence. That same sort of "evidence" was used against me at the start of the game for my RP and basically got me killed. Also, did the docs for QF game 2 ever get released?

No they (the docs) still haven't. Evidence can always be used any way, really. The fact is: the truth is underdetermined by possible reconstructions and no amount of evidence save a Viewer scan can be completely conclusive, and with Ash in the picture, it's gotten even more complicated. If you're changing your data to fit the theory, then you're doing it wrong but it kind of doesn't matter if you're right. In a cynical way, that's sometimes science and medicine; and Sanderson Elimination as well, or so it seems.

Ooh, rule clarifications...

I have an army of them...and Jaelre, he's gotten back on your question. Check the thread.

What's with the Midsummer Night's Dream quote?

Just a reminder that if we shades have offended by our scathing commentary on the business going on in the Game 6 thread... :P

Oh yes. (People still alive, you're all terrible. Mwahaha! >:))

This just in: person most likely to be hanged first next game is either Rengar or Khas.

I'm changing my character's name from Riin to Riingar now.

Why?

It sounds cooler. Plus, so far, I always win when I have a name that sounds like that. (Well, that's only one game, but...)

Also, it sounds too much like Kiin.

Good point.

Yes! Now I have the longest name out of the eight people that have signed up so far!

...congrats? :P

Ok now I'm really confused. Crushthroat is the GM? Wait what? We can lynch Meta? :S I...am not following at all. Yeah, that's what I thought.

It's the usual win condition, outnumber the crew members, just hidden behind a fake vote. But yes, we can lynch Meta.

I am...totally lost :S

No one playing will have the role of Crushthroat. But it's still a legal voting target.

That I understand. I'm a bit more confused by the implication that Crushthroat has to be lynched for them to win. Ah! Ok, sorry >> And since we *know* he is Crushthroat, anyone who tries to go for a lynch on him immediately is obviously mutinous and therefore they won't do that. So they need that majority. Ok. I get it now.

We're lagging, not yet 30k words.

We could theoretically vote to lynch the GM for the lulz :P

It would be cool if there was a game the way we thought it worked. (Although possibly short.)

I wasn't thinking about that at all.

Yeah, I was thinking of slimming down my Roshar mechanics or something to do that sort of game. Less powers, less frills.

This is as close to that as I've seen on this forum.

Because this is Sanderson Elimination, not 'Sanderson: The Resistance' >>

I'm sure there's a subtext I'm not getting.

Oh, just that the mechanic comes from Avalon: The Resistance. Not mafia/werewolves. So it probably wouldn't really show up in most games. I was once in the position of the Willshaper in that game and I accidentally got the Truthwatcher killed because I thought he was evil. Biiig mistake :P

:O I need to look into that. Avalon, I only knew werewolves tangentially.

Yeah, I've played Mafia once or twice but only as a kid. Didn't really know this game either.

Do you think they have canned hedgehog in the Cellar^{The Cellar reigns?}

A very grouchy hedgehog, yes. (Armed with lasers and giant explosives.)

Elephants too? (Jae's one.)

Oh yes.

Ah yes, Meta's latest post clears everything up. Phew!

It means that the crew technically cannot go for a no-lynch, I guess? Because if they do, theoretically, there's an opening for mutineers.

I guess I'll have to vote for people often in this game, so I can get some money. But the gambling thing doesn't make too much sense. If you win, you get just 1 more coin than you started? Who would go for that?

Us, apparently.

Eh, not the greatest deal. Even if only 2 people gambled, one person would lose 2 coins, and the other would gain 1. And in that case, the loaded dice is a completely useless ability, since it costs as much (or more) to use than you could possibly get back.

Is it confirmed that everyone else loses their coins?

I don't know. I'd assume so. But does the Quartermaster have the Axe ability?

Nope. Reads like as long as he's alive, there's no unlocked Axe.

I thought he was the one who owned the Axe.

If that were the case, he'd own every item. What about game balance then?

Morning all. Storms, you all sure do talk about. (More like 2 of you, but yeah.)

Says the guy running the 35k ++ Speculation doc ;) Also, mornin'!

lol, blame King. I believe him and you two in the same Doc could possibly break Google (been there, done that. See: QF2, darkeyes doc).... Get all 4 of us, and that's the whole Internet. :P

So, I think you Dead Doc folk will enjoy this write-up. ;)

Does it involve the Cellar^{The CELLAR reigns!}? :P

Dead Like Us: your daily doc-breaking sitcom, brought to you by the folks in the dead doc.

Ah, but Renegade wasn't in the Dead Doc with you two. If he was in there, then it'd probably quite a bit longer still!

You could've killed him. Done us all a favour in our struggles to write the longest dead doc ever :P

Well, I *may* have briefly considered feeding on him with Slaughter at a few points, but knew once the Dead *ahem* had cleared him, he was most likely protected, and then once he joined the team (still considered it when we were still thinking he was lying :P), I realized he was a much better ally that awakened sword food. XD (Sorry, Gade. But at least I *didn't* kill you in the end)

Tsk. Fair enough :P Yeah, should've cleared Clanal but man was Claincy inactive that game...

He started becoming a good voice of reason against the 17S by the end of the game.

Also true.

I wonder if Alv will be joining our dysfunctional(?) little community in a bit.

RAFO XD (In a little bit still... got 30mins still to go technically....) [and then I still need to finish the darn thing....]

Could you give me a little heads up in here when it's done, please? I'm not on 17S at the moment.

No problem.

Thanks :)

....Almost there. >.< Just need to get it posted now.

!!! I see!

Up. Finally. XD

Ha! Very thoughtful of you, to have the wolves ensure her children are safe. **And** you put them in the Cellar^{The CELLAR reigns!}?

They're never going to get out! :O (Then again, that kind of perfectly matches the situation the village is now in, doesn't it?

Both confirmed people dead.)

Bahaha, I wanted to keep them in the Cellar for the whole Day cycle, have them duke it out in there, but that kind of kills the whole idea of PMs being private conversations, lol, since there ain't much secrecy in a Cellar.

But it's not a cellar. It's *the* Cellar^{The CELLAR reigns!}! :O

Any idea how the DFs knew who ~~Shiv~~ Sphinx was? I've no idea who was watching information flow.

Shiv? Fixed, sorry. Ah, okay. Um, see, I'm actually curious about that myself. :P After the Wb kill in the write-up, Shiv just comes out in the DF Doc and says, "See, I don't know why, but I have a feeling, from reading the write-up, that the Wb is actually a female" >.< So they narrowed it down to choices of female characters.

Maybe he felt your use of "their" was suspicious.

But all kills and things are gender-neutral, for that purpose.

I'm not absolutely certain—it's just that the Wolfbrother kill was the only one I specifically noticed the use of "their" for. And as I've told Rengar and I'm starting to believe about this game--sometimes you still get to good places with faulty reasoning. Wilson's reasoning about Ash would be decent normally, but now it's driving them into a pit.

Oh, definitely, lol. I'll just even have to be *more* careful with my write-ups. This one didn't actually have any killers seen this time, since they've been the same style as other kills with the knifing and fireball. :P

Just to be safe? :P

Well knives and fireballs to the back don't let you see your killers. I guess I just messed up even writing the Wb in the write-up, instead of just having the person taken out by a random wolf. XD

True/maybe? Who can say? Honestly, if you've been gender-neutralizing all kills, then it's just one of those cases of faulty reasoning working out good >> I think we can safely say the village has been pretty much broken by now. They've lost all their kill abilities, and their Aiel-blooded is still hell-bent on taking out their channeler.

Heh, and then getting their entire village taken out by a tornado.....:P

But the Cellar^{The CELLAR reigns!} remains! Gade built it to **endure!** To stand until Tarmon Gai'don itself! And beyond!

Bah! That's what I should have given for the reasoning! I sat there for 3 minutes thinking of how to phrase bringing up why Gade built a celler. >.<

Because he's taking this 'Hand of the Light' business too seriously. You given him a red crook and he goes all Spanish Inquisition on you. He built the Cellar^{The CELLAR reigns!} during that stage :P It's not like I'm taking this Padan Fain business as seriously! I don't even have a Mashadar arm--oops. Nevermind.

lol, you had pandas to do that for you.

Tch. Pandas, penguins, squirrels, meerkats, Bengal tigers, and I'm looking into acquiring cats and dolphins. Wait, say what about Rengar getting too immersed in his role again?

:P

If we're talking seriously though, the last hope of the village is if Wilson actually works with Awes here. He should still have HoA and Spirit, while Wilson still has that extra life. It might be the only way to off-set the extra kills the DFs now have over the village.

Hey. Nice write-up! Ah, thank you very much! Do you write often? Not as much as I should. :(I'm going to try and keep my momentum going after I finish GMing though) Nice! And yeah, momentum is hard. Do you sign up for NaNo?

Bah, Nano. >.< Had an exgf tell me and try and get me into that, I've tried the last few years, but getting started it always the hardest for me and I don't like feeling rushed with my writing. :P (and 50k in a month is definitely a nice rush, but I know the motto, Don't get it right, get it written [or whatever the quote is lol]) Agreed, same problems. I've done it thrice, and each year, I swear not to do it again. The writing is fun/nice, but I *really* hate the rush because I want to do it and do it good. I just hate slip-shod work :/

But all of the positive results of my write-ups has been very encouraging! Thank you all!

I thought they *were* working together?

'Were' being the key operative term. Wilson has got it into her head that Awes really pulled a Wounded Gazelle. Her notes indicate she is very certain of the fact he's a DF and will take him down.

Wow. Only thing I was sure of is that Wes was **not** a DF. Before dying of course. Weird how things can seem so different. But the network looked solid. And with the thief-taker down they might be in trouble.

Maili and Aonar were in the core of the network. Jerric and Shiv were late additions so I think they weren't trusted as much in the core. Yeah, and depending on who Maili was meant to be tracking, this could create problems.

Can we ask the mighty GM who Maili tracked last?

At this point, Wilson should really trust Awes, because she can think he's a DF, but it doesn't matter. Either way, the village is screwed at this point. Trusting that he isn't a DF gives some shred of hope; if he really is a DF (from the perspective of the fog of war), then at least death isn't drawn-out because he has all their info *anyway*.

Yeah. But has the village viewer scanned him? It would seem odd he didn't.

IIRC, Village Viewer scanned Aonar on Night One or so. Night Two, Lem. It's even odds as to whether he scanned Awes or Shiv on Night Three. The *real* problem is that Wilson is pretty certain he's the DF Viewer and has gotten the two mixed up. Here's why (and it's a classic case in the philosophy of science as well, incidentally):

1. Awes is a DF.

From 1., If Nath says Awes is a Villager, then it indicates that Awes is a DF and Nath *too* is a DF.

From 1., if Ash says Awes is a Villager, then it indicates Ash is a DF as well.

The problem with Viewer uncertainty, the way I'm reading it, is that they have no standard, falsifiable set of evidence for what it would take for Awes to be considered a villager. Any Viewer attempts to test P1 end up being themselves 'corrupted' by P1. That's pretty frustrating.

Yeah. It would be a stroke of luck if both viewers told her he's a villager, or any kind of contradiction about P1. That way she could start rethinking viewer credibility. Unless she thinks DFs have 2 viewers, which wouldn't seem likely.

It would be, and I hope the DFs would reason that it's not worth setting up Awes when a mislynch revealing Awes to be village-sided would really cost them. Unfortunately, as they're nearing endgame, I have no idea which option they'd find more logical. (Their Channeler still has a HoA unused, after all.)

Stupid browser crashed. :(Malai tracked Leas Fel on the last day turn.

Although, now I worry that how I wrote it, it makes it sound like Senna couldn't find a target, so that might make people think her target was Mask of Mirror'd, but that wasn't the case, she just didn't submit an action. :(

I think you should clarify that. But don't know...

GM Almighty: Who was her target, out of curiosity? Oh right misread, sorry.

Yeah, although, as I'm re-reading it, I do specifically state she just couldn't make up her mind on who to kill, really. So I actually think that should be good enough for people to not immediately think Mask of Mirrors. I just don't want to go make the clarification on what she may or may not have done, as people's assumptions of the results of events is important to what decisions they will ultimately make. Guess it sums up to how much meta-gaming you want :P

This is why you're glad I'm in here, GM. Because I would totally clarify how Mask of Mirrors is written up :P Khas: Asks All The Questions, Even The Ones You Don't Really Need ;)

What happened to Dellan suspicions? Did his answer really placate all of them?

I'm not sure; but from the look of it, it's just juicy bone syndrome (what I call it anyway.)

Go for the bigger targets?

Pretty much. The case against Dellan is there, but in him not doing much to give them more fuel or less, it's so-so. Add to the fact that the village will be increasingly aware that they can't mislynch, and it's not that tempting to pursue. Stick that against the voices most recently behind the latest mislynch: Newan is stirring debate about Shiv (and by extension, Wilson--I expect Shiv might make her the fall guy) and there's just really not as much reason to pick up the Dellan bone at the moment, unless someone directs things elsewhere. (Which the DFs might very well do.)

Well, I was gonna let Nath break the ice on this one, but Khamsi was unsuccessfully viewed last night. Which, while it isn't a DF result, it's sure of a hell a lot more suspicious than a 'villager' result. :P

~~She Water'd him?~~ Don't remember the role block weave.

HoA protect from a kill. So Nath was either role-blocked (Spirit), or Khamsi was untargetable (Water)

Oh right. If Wes hadn't killed Sprenil I'd wonder whether he protected Khamsi. :P

Excellent. Well, if Awes didn't kill me, then the only conclusion is that he killed Aspren, so the other channeler was at work. Take that, thanks.

Actually, King pointed out they're still in the game: *if* they can lynch Dellan successfully today, they're back in it. It's unlikely to happen, for all the reasons you pointed out earlier. Stranger things have happened...

I feel bad for Sprenil. First he gets accused of being a Darkfriend, and then he gets fireball'd by his ally! XD Oh, and sidenote, both of the Channelers have been sending in their orders RP style, and I find that hilariously amusing. :P

How so?

They're of one mind! :O

Plot twist: there is just one Channeler and he's on both teams :P

He's male then, he has to be mad. Wait, where are we chronologically?

Pre-cleansing of Saidin, I'd imagine. Didn't you notice? The more Weaves Awes uses, the more he's been RPing as though his character is succumbing to the taint.

I didn't. I feel like I should just give up, I miss too many things. <.<

So do I >> Missing the Forsaken is one big thing. How could you have known?

Lol, yeah, I love how Waes has been doing his RP. Even I didn't catch on to the effects of the taint he was adding until he pointed it out to me in his Night order-RP, lol.

Fairly brilliant, I gotta say. But I guess Shiv doesn't have to worry about that. Saidar is nice and safe. Also, she's a Dreadlord, so she's safe from the Taint.

Waes did actually want me to right him up in the RP as being visible of flinging the fireball, but I felt like mentioning him like that would have just messed with people and the write-up.

Probably, because once the report from Nath gets through, the only conclusion is that Awes didn't role-block him.

Yeah, and in all other writeups, unless specifically revealed through specific Roles or Actions, the attackers always remain anonymous, to keep the mystery and guessing of who did it, exactly.

Hmm. The Forsaken just claimed to be the (other) Wisdom. Some serious irony there. It's actually very clever because now that the Thief-Taker is down, it's not immediately obvious if he is or isn't.

lol, kind of claiming the opposite of what they basically are, huh?

Yep. It's just that it's a smart move (to me) because really, what they need now is just time.

Ah, I see one of the three people who got me killed is in here. Is this what you thought it'd feel like, Rengar? Having lev in here (although I suppose technically he isn't dead yet, so he can't join us in here...) :P

Malai here. Definitely not reading it all. Can I get a recap?

Yeah, thought you might like the executive summary. First up, I suppose you want to know who the DFs are? (Probably confirm first because I don't want to drop you spoilers if you don't want them.) Second, mostly just commenting on stuff going on in the game. I get to see Wilson's notes so we were facepalming over her suspicion of Awes. And then the very last bit was that things don't look good for the village at the moment--if they don't get the Forsaken lynched this cycle or the next, things are gonna be very dicey. Also, you're a Super-Thief-Taker. That's about it. **Dellan, Shiv, Ralv, and _____? Er. Dellan (Forsaken), Shiv (Channeller), Bunnt (Regular), Ash/Trimat (Viewer.) You're a Super-Thief-Taker because you kept picking up on Dellan even before everyone else >> that's my skill at this game. :P not really. Wilson and I just suspected him on Day 1 because he just felt weird to us. I'm pretty sure I know what got me killed too. I sent Dellan a pm yesterday telling him I was still suspicious of him. Next thing I know, I'm dead. I think Wilson/Aonar/Waes will be able to take them out they suspect all of them except Trimat. Which sucks because Wilson is convinced of his truthfulness. But Dellan should've died last night. I'm not sure if Shiv used water or air, but Senna didn't kill him.**

Ok, this is what we know about that: Shiv might've used Water or Spirit. Senna sent in no orders. Nath was to scan Shiv but his scan failed, which indicates Shiv Watered himself or used Spirit on Nath. As for Trimat, I honestly kept facepalming at Wilson's reasoning. Sure, on his own, maybe he's a bad liar(?), but *he's got teammates to help him. So it seems more likely that Senna didn't get her orders in. That's the worst. I can't blame Wilson for all of that. I pmd him too and I didn't suspect him much at all. Yeah, that one is less of something I'd expect from people who didn't work with Ash. And granted, I didn't work with him all that much, so maybe I'd have bought it, but... But about Dellan, it's the exact same thing as Game 1. The first day, I vote to lynch the biggest player on Team Evil and no one else really does. Eventually I give up on it and I die. :/ I'm sorry. We were all pretty excited when you kept latching on to the Forsaken, too. Yeah. Next game, if I feel like like that about someone, I'm not stopping voting for them until they die. I'll applaud that unless I'm on the other end. Two early deaths are annoying enough.*

Haha, you Malai, you get the Golden Nose award for this game. :P

What was the night one mystery? Remember Wilson said Shiv didn't PM her back because of a power outage? And he said something about it in the thread as well? That is why. His power outage meant that he didn't respond to Wilson's PM and he didn't manage to get his kill orders in in time. The Forsaken (Dellan) made an attempt on Awes. Oh. It all makes sense now. If only they had chosen someone else to make the kill. Too bad for them. Yeah, they're still doing pretty well at the moment though, depending. It'll be interesting to see what Ash says about Awes. I believe he'll stall and say Awes is a regular villager, but it'd be hilarious if he said Awes was a DF. If he says that Awes is a regular villager, then they'll know he's lying. They know awes is a Channeller. Yes, sorry, I meant Village Channeller. My bad. But I don't think Trimat does. Does Trimat know? I wonder if he actually scanned Awes last night. If he did, Awes will probably be dead soon. He might've, but in all fairness, Shiv figured out Senna was Batman. I'm pretty sure it's not beyond him to figure out Awes is a channeler. True. But Shiv had much more info to use. But I guess they all probably share it. And definitely, he's the next natural target because he's the last protective role the village still has. Yeah. So the first suspicions were correct. This team is a bunch of newbies. Technically, except for Shiv. Not that they aren't very clever, but only one have played any full game at all and none have been evil. Clever enough to work with you and me to get me killed, so that you guys would hang lev. Bunnt and ash played QF2, but that was quite different. Well you were a random shot in the dark, weren't you? Sort of, and sort of not. I wasn't killed because they thought I was Fain (obviously), and apparently the initial target of Shiv's fireball was going to be Alv, as he told Shiv his role. They just weren't sure if it was a trap. I was a last minute change of target because I voted for lev. They wanted to set lev up for a hanging. (And of course, the joke behind *that* is I voted for lev because of our deal, which I kept to... :P) yeah. I realized that yesterday. Sorry about that. :P It's ok: I give you 10% of the blame, myself another 10%, and 80% goes straight to Shiv. You were also in a pm group with Bunnt and Ash. ;). Hey, speaking of that, did you ever imply or hint in there that you thought Wilson was Fain?

Maili? Rengar will be having a cage-match with Shiv when/if he gets here. Whitecloak v. Channeler in the Cellar.The CELLAR reigns!
Me? It'll be one very, very, **very angry** retired Thief-Taker against a regular DF. You can be my second, from one ex-Thief-Taker to another. Deal. Joke aside: I did not. What I *did* say, if I did, was that Aonar and myself had discussed some strategies for Game 6 in the dead doc for QF2 *and* that I actually suspected Wilson was the Forsaken/a DF. (This was the time when we all assumed there was no Forsaken kill--and given that I'd expected one, I found Wilson's ability to pre-empt the Forsaken a bit suspicious. Add that to the logic that the Forsaken made no kill because s/he expected to be scanned, and well...)--I was also trying to draw out their suspicions on Wilson, because Bunnt was not particularly forthcoming. He was mostly an echo chamber, with the occasional "Well we can't be 100% sure." So it was a lie. He told Wilson that the reason he hadn't said anything to her yet was because you said that you highly suspected her of being Fain. Yeah, that I didn't say. And as Fain, why would I do that? It benefits me strategically *not* to mention Fain and to make everyone focus on the DFs as the major threat. He didn't know you were Fain at the time. He told Wilson this right after you were killed. How wouldn't he know? It's right in the write-up. He hadn't told Wilson anything while you were alive because he said that he thought she was Fain. Once you died, he knew that was false and fessed up. Oh, right. No, I just meant that anyone who knows how I play evil (ok fine, not that I've played evil *that* much) would figure that a good strategy for me as Fain would be to not talk very much about Fain at all. I just discussed Fain when everyone else did so as not to appear suspicious, but always preferred to redirect attention back towards the DFs. So just that from my perspective, someone saying that I told them I highly suspected Wilson was Fain is kind of silly. Ruins my ability to fly below the radar. I think in most PMs, I was just saying, "Look, if he's not doing anything, let's plan for when Fain acts, but focus on the real threat." Probably a good move.

I have to say, I hope Ralv is killed soon. There'll be a big surprise in store if he is. I'm a bit upset I was killed instead of him because now I can't be a part. But I helped plan most of it. I'm actually glad you're here: you can just translate that code for us :P how'd you know there was a code? And what makes you think I'd go that easy on you? :P 1. Maili, you helped plan it. I'm pretty sure 80% odds say it's a code. 2. ...I'm hoping/trusting in your good nature? :D Otherwise, I guess it would still make things interesting in here. Haha that's true. I do like my codes. Speaking of, I need to decipher Alv's latest one soon. Hmm, Wilson already made me excited to see you guys try to decode it. If Ralv dies and he's in here, he might try. I don't know if anyone else cares enough. Depending on how bored I am, I might give it a shot ;) Codes are *really* not my strong suit though. This one is numbers, nothing like mine in Game 5. Even so >>

Shall we place bets on who will be next to join us? Two silver marks on Dellan. I'm an optimist, I like to live in hope.
Hello, everybody! Yeah, I haven't been around today. But this game is getting so bad that it's hilarious. (And, somehow, only 10 people have died so far...)

:(Everyone keeps ignoring my awesome storms. The weather in Randland is an attention-whore, the less it gets paid attention to, the bigger fuss it makes. :P
Who the hell is the dinosaur? o.O
Really? Gamma, does that make you the Stormfather? More to the point, if I keep ignoring the awesome storms, will a highstorm happen eventually and wash them all away? :P Incidentally, if the weather in Randland requires the attention of a bunch of dead (incompetent) people, then it presumably needs more than attention--it really needs help ;) ;)
Where's some Sea Folk when you need them? Not appearing in this game.
What animal am I NOW!? 你是个松鼠。等一下，你是个狐狸。
...Dinosaur. Dinosaurier. 恐龙。松鼠？狐狸？。。。为什么，Google?! 但是，你是个恐龙，不是个熊猫。
I've given up trying to keep track of everyone's actions. It's getting rather... hard.
.....why is there chinese (japanese? something asian, that's for sure) being typed?
Because... I have no idea.
It's Chinese
You have no idea how hard it is to type in Chinese now. My brain keeps telling me to swap to German, and I almost gave you German instead. And Gamma: apparently there is Chinese because I was expressing 'dinosaur' in all languages I knew it in and Jain ran away with it.
Uh... I know English... and, um... British.

Would you like to add Americanish to that?

No, it's AMURICAN! (The A is silent)

Shall we have a discussion about what languages we know then?

I dabble in Old Tongue from time to time, and have expressed interest in learning High Valyrian.... :P (A few years of Spanish lessons for on the real, but I'd much rather learn Dothraki than a real language) XD JUST WOW You have my respect, GM Almighty o.O

English, a bit of French, a bit of Japanese, a bit of Italian, Mandarin, Cantonese and BABY LANGUAGE!

In order of fluency: English, German, Mandarin, Korean. Cantonese, I used to be able to, not anymore >>

Well I don't know those languages yet, but that'd be cool to learn them. :P

Well, along with those I mentioned above, I know a bit of Spanish. Uh, that's about it, though.

Spanish might be fun, but I worry about some of the sounds that I've heard are hard to pronounce.

I'm better at writing and reading it than speaking it. (Although, that probably applies to many languages.)

Yeah, my spoken Chinese is really horrible. I've gotten better at it, but it's embarrassingly bad.

Anyway, the thread is very empty. Spooky. (The Cellar^{The CELLAR reigns!} may or may not have actually killed off the majority of them last night... I'm not alive anymore, so I can't control it.)

It's always empty. I'm starting to wonder what they're really doing there. Still, anyone else wants to place bets on who will get lynched today? :P

The only ones who are online right now (I believe) are DFs. That's suspicious. I hope Shiv didn't cheat and block everyone's accounts.

There's definitely activity. Nath's PM made it back. He's now being considered a villager and attention is being cast on the possibility that Shiv is a Dreadlord.

Okay then. A bit late, now, I think, but that's looking a little better.

Bunnt is still considered a villager for now but there's uncertainty there. Ash...is still very firmly a villager Viewer. This may change. I do hope most realise it is exceedingly unlikely our Almighty GM would give three Viewers.

Who knows? But why did the **inner circle** decide to kill Sprenil? (I'm assuming they did.)

Ask Maili. All I know from Wilson's notes is that she/they believed Sprenil to be the Dreadlord.

Huh. I don't remember him saying anything suspicious. Maybe it was in a PM.

Possibly. It might've been simply because of his 'regulars unite against roles' thing. Goodness knows it's something Team Evil loves to exploit...

Exploitations are annoying. In the QF game, there are 10 people signed up so far. I hope more people die so they can join (although, I'm pretty sure the game will almost be done by the time it starts).

I hope some of those who wanted to join like bridgerald (?) do. Because as many have said, we're all willing--at least I am--to give up a spot to let someone new have a go.

Well, 10 people isn't that many anyway. But more will probably sign up. (A game with 10 people would be funny, but rather short.)

Yeah.

Actually, one of the most balanced Mafia games is a game of 13 people. That's super QF style with only one of each villager seeker and doctor role, though.

But in this case? With no seeker or doctor?

Well, the doctor is instead protection items, and with role-block items, that should also help balance out some of the kills. I really like how his is very limited to the thread, and is taking away people relying on seeker type roles to figure out who's who. It throws it back to the original party Mafia, where everything has to be determined by the open discussion. (Or in the Mutineers case, also with one PM) Agreed. (I feel it should also help with the understandable but regrettable mentality that regulars are no fun or useless. The fun *is* in the discussion and trying to piece things together.)

How do the Mutineers know who to send the PM to each day? I know it's the person making the kill that day, but how are they supposed to know who that is without discussing it in-thread?

I imagine Meta will set-up the appropriate PMs for their needs and have it worked out. And I think the person who makes the kill is assigned differently each Cycle.

Surely I'll be a loyal powder monkey this time. The randomiser can't hate me *that* much...

It's a Sentient Awakened randomiser, with the command: *Ruin Kas*.

...that would explain *so much*.

Oh snap, Ralv just voted for Awes. (Although, it seems like more of a tentative vote.) Still, probably not good. Well, it's an open secret that he's a Channeler by now. May as well point out that some people have information he's on our side, and that if they lynch him, they've really messed with their major protective role. We're over 35k words now... but we all knew that would happen eventually. Eventually. Because there's more of us than in the Speculation Doc. Ha! Now our dead spiritual powers are stronger than their speculating powers. Indeed, we have been struck down; thus have we become more powerful than they could possibly imagine. I wonder what will become of the Cellar^{The CELLAR reigns!} without me... I'd assume it'll destroy the whole planet or something. Plot twist: the DFs were never the enemy. On the first night, after your death, the Cellar^{The CELLAR reigns!} swallowed Bunnt, Trimat, Khamsi and Dellan. What the village is fighting now are puppets; projections of the Cellar^{The CELLAR reigns!}'s power. And now the villagers are all fighting each other to the death. Man, that Cellar^{The CELLAR reigns!} is clever. Yeah, now that you've died, it's become a Sentient Awakened eldritch entity. Alright, I was hoping it'd be even more evil than that or what it was before, but I'll settle for it. Oh, you know how I actually died? After I got lynched, I became Returned briefly, and gave up my Divine Breath to the Cellar^{The CELLAR reigns!}. That explains it. It has the Divine Breath of a Returned powering it. Just for the record, Gamma should make someone hiding from the storms in the Cellar^{The CELLAR reigns!} hear "So you've come back, Dave." Because that's exactly how you've made me think of the Cellar^{The CELLAR reigns!}. Originally, I got tens of thousands of Breaths and Awakened the Cellar^{The CELLAR reigns!} as a Sentient Awakened object, with the command: "Control everything." And then, after it got my Divine Breath, it corrected any imperfections it once had. So now, it's literally unstoppable. Not even Odium could stop it. Or even Adonalsium. The Cellar^{The CELLAR reigns!} will consume everything... sooner or later. If the DFs win, can we have a sinister-sounding ending where the Cellar^{The CELLAR reigns!} seems to have something planned? *WELL DONE, SCUM...* *a pit appears beneath the remaining DFs and they fall into some place unimaginably dark and terrifying* *BUT WE'RE ONLY JUST GETTING STARTED...* *Big explosion* Can we have this? This would be awesome. I'm going to have to put tons of Cellar^{The CELLAR reigns!} references in all of the games after this. Please be the Chef in the next game. At least you're justified having a Cellar^{The CELLAR reigns!}. On a ship.

The Dreamwalker needs to die, just so the threads can start being more entertaining for us. :P Alv, I'm sorry. The tribe has spoken. (Not that we're the tribe that counts, since the tribe is speaking for Shiv, thank goodness.) Well, Khamsi *does* have 2 votes as of right now, still. So that could help get it swung around. Because none of them thought to impeach her. *Sigh* GM, what happens if the votes for new Mayor candidates tie? Does the old Mayor go but there's no new Mayor, or...? Vote doesn't go through if there's no majority. Kinda like a failed referendum. :P Cunning even if it makes less sense :P Motion to impeach should be separate from getting a new person (I know, pointless at this stage, j/k) But I'm trying to specifically check up one rule... Yeah, fair enough. :D Oh forget it, why torture myself trying to find the page? :P O Great GM: is one vote sufficient to elect a new Mayor? Um, has to be a 2-vote at least, I'll say. Same as lynch. If it's good enough standard to go by to get someone killed, it's good enough for an election. :P Yes, fair enough, and easy enough to achieve. If Aonar, Wilson and Awes are working together, it's enough to deny them the Mayor position, reducing Shiv's vote to one. (And let's face it, if the DFs band together to keep Shiv in, it becomes painfully obvious.) Yeah, I'm curious as to see where the lynch will go this cycle. :D So am I, because this could be their lucky break. Considering Ash, Binnt and Dellan haven't made efforts to save any player, it'll look pretty suspicious, if they try to save Shiv now, I reckon. Unless he saves himself... Can happen if no one has the sense to vote him out. I expect he's arguing with the Council in PMs at the moment.

I'd let the Shades have their own council and their own vote to kill a person, but it just occurred to me that if PM games work any like this at all, the tribe will always speak for killing the person allowing PMs. Because the thread is dead boring at the moment.

Yeah, there's one issue with all of these PMs. Not much going on in the thread.

Sadly.

It's an anonymous camel!

Yes, sheep?

Sheep are cool. They've got wool. And meat. That's really about it.

Kind of prefer goats.

Yeah, goats. But anyway, the inactivity continues...

Oh, and hey, look at that! Sixth of the Dusk has been released. That's cool. Once I read it, I can see if we can make some more games off of it.

Whoa! Cool!

I've read the prologue to it on Brandon's website, and it seems interesting. Magical birds and animals and plants.

Yeah, I just didn't track when it was to be released.

There's some unsurprising lack of activity going on...

I'm no longer surprised by lack of activity. I'm surprised by activity. I've even gotten to the stage when I'm surprised by people who post RP.

This is getting pretty bad. Of course, my game will have PMs too... Maybe I'll force people to post or something.

Or give them an incentive to. Still, I'm starting to think PM restrictions may not be a bad thing.

Yeah; nothing about it I can do in my upcoming game, but I can do some things for other games after that.

Yeah; I'll retract my current application to run a game and ask to be put in the Quick-Fix queue instead, I think. The more I look at how elaborate these games are getting, the more I'm inclined to make things more elegant. Will look at the PMs and posting issues as well.

I'm wondering if there should be a penalty for not posting for a cycle like that person receives an extra vote against them or something. (Unless they PM the GM and say that they won't be active that cycle.)

Honestly, it mightn't be a bad idea, but I think that mechanic only works for QF. With a 48 hour cycle to account for timezone issues, a day might be a bit harsh.

I meant for the cycle.

Worth a shot. You're the Slow Loris. Who's the Buffalo? Oh just as I said it, he left.

Ooh, a disappearing buffalo... *spooky sounds*

...the Cellar^{The CELLAR reigns!}?

It could be...

Ugh. My game's rules are rather long now. But I think I've covered many of the situations that may occur.

Skybreakers?

Yeah, that game. There are a few rules that I'm not particularly sure if I'll add. But, otherwise, I'm hopefully done.

Congrats :)

Right now, I'm looking forward to Meta's game. Hreo's Aon means "punishment," so I assume that he's the crew's scapegoat. Wait, what did I miss? I don't know. Nobody's said anything on there for a while. Ah, got it. Sorry. Misread.

WOOHOO WHAT A WAY TO TURN A GAME AROUND! NETHERLANDS!!!!

Maybe if the game continues to be boring, Gamma can give us all a cameo in the next write-up? Have it be a bubble of evil affecting the village, as the Dark One's presence grows ever stronger.

I hope so.

Besides, IIRC, in Knife of Dreams or something, the dead walk for a bit because Tarmon Gai'don is drawing near.

This time, the Cellar^{The CELLAR reigns!} is drawing near.

Exactly. Too much strain on the Pattern.

Aw, I no longer have the longest name in Meta's game.

Well played, Newan. I'm just going to keep referring to him as "Riikii tiikkii tavii" so as not to break my brain. Should've enough 'i's to keep him happy.

Yeah, that's a lot of i's.

So anyhow, I'm writing up a list of things I have noticed about the methods of "secret" communication (PMs, Google docs, anonymous messages) in elimination games, in the hope I can find a way to make communication methods more balanced and interesting.

?

I'm trying to discover multiple interesting ways to limit PMs and stuff, without making the game unfair for any team or role. Ah.

I've come up with a few interesting ways of making PMs more exclusive and interesting. I like the idea of using a sort of currency to create or continue a PM each cycle (1 unit/PM created or continued). It could work well with the Tinney role (where the currency is allomantic vials) or some KR order (where the currency is spheres). True.

And woah! Actual activity! But, Jerric's looking the wrong way at this. Completely the wrong way. Like, 100% wrong. (Except for the very last part about talking.)

I guess it was a reasonable assumption from their perspective. We, too, worked from the assumption the Forsaken did not make the first kill.

I know, but it's still wrong. Plus, what evidence was used against Grey?

Wilson made an early accusation Grey didn't respond to, about a drastic shift in his playstyle to one which favoured Team Evil, plus the immediacy of his response.

It's wrong but it's an understandable assumption. Unfortunately, if we expect what actually happened to line up with our analyses even 80% of the time, we've got another thing coming.

But they've been so close to lynching every single one of the DFs multiple times... I don't know why they aren't going back to those suspicions.

Perhaps precisely because they're unsure if those suspicions are as tainted as the previous wrong ones?

Well, I think all of the DFs except Shiv stopped making posts after they were accused. That might be seen as suspicious. I don't really know. But the fact that they have escaped the lynch several times should imply that, together, they are working to defend each other.

Imply how? It's not obviously the case that Dellan or Trimat are going to lengths to defend each other. Other than the fact their names keep coming up (which I grant should warrant more inspection), it's not as though there's a connection for that implication to be drawn.

Here's my thinking: the DFs all have a Google doc to make their plans and things on. So, it would make sense that the people who have the longest and most thought-out posts (Shiv) would have other people to exchange ideas with for their defense.

Yes, and...?

Uh, I don't know.

I'm just trying to see the link from that to 'Dellan, Shiv, Trimat and Bunnt (our usual suspects) are working to defend each other.'

I meant on their doc. Obviously, the other players can't see that, but my thinking was that since they have that doc, they'll have more ideas for the DF being accused to plan an argument. Or something like that.

And therefore their escaping the lynch several times makes more sense? That's fair enough, but considering the egregious use of PMs in this game...still, I'll agree that'll take a degree of trust that DFs are more likely to have in each other. But for some cases, such as (I'm guessing) Trimat's, it didn't get dropped because he was great at putting up arguments not to vote him. It got dropped because the Council decided he was innocent after that PM and started to not-vote him. No, scratch that. I guess all I'll say is: it's reason for suspicion, but it could also simply be that there wasn't enough evidence. The same logic would condemn Grey—he's come up a number of times, the speculators think he's the Forsaken, and despite his ability to dodge lynchings, he's not the DF they're looking for.

Ugh... this game could have been won already if more people decided to speak up.

Yeah, these games get very tricky around this point of time. Villagers started feeling really good and confident about their suspects, but after the last night or two, they're all starting to second-guess *everything* they've assumed for the entire game, which has unfortunately started to lead them away from their key suspects, it looks like.

...I really wish they would second-guess the assumption the Forsaken didn't make the kill. And I wish they would second-guess their bloody assumptions *publicly*. GM, are you *really* sure that with Tarmon Gai'don nearing, you can't have a cameo of the restless dead walking in the write-up? :P

Um, depending on how the Day results turn out, I'll see what I can do. I think it ultimately will depend on who gets lynched. :P I've been having the weather "semi" reflect the conditions of the villagers (as they made worse and worse choices it got worse) **THE CELLARSTORM COMES!** So, if they lynch a DF, there *is* a chance for redemption from the evilness of Bubbles and whatever. :P

I'll take that. Either a dead DF come here to join us (PARTY IN THE DEAD DOC!) or the dead walk. Sounds good to me :P

Okay, carry on with lynching Grim. :P I'd assume either he or Khamsi will die today (unless there's a whole bunch of last-minute changes like the last few days), and I don't know who will die tonight. Possibly Awes and Alv.

If I were them, Awes and...probably Jerric. Or Douza. But my ability to predict this team is notoriously bad.

I thought they knew that Alv was the DW.

It depends. He's doing an awfully good job as a scapegoat at the moment, if Wilson has told the council she suspects Alv is a DF, or if Awes has. In addition, having PMs is helping them not discuss publicly at the moment or actually evaluate what is being said. Why would they want to jinx that by taking Alv out now? And I believe Gamma said Shiv wasn't sure if it was a trap, though by now he should be more certain--oh. Nath. Nath may be taken out, but doing so may cast suspicion on Ash. But he [Nath--sorry, realised you might've thought I meant Ash] and Awes are really now the two biggest threats (role-wise) to DF domination.

But Ash said he's not playing the rest of the game.

Because of Viewer numbers. Not suspicion that Ash took out Nath. The initial figures everyone worked out was 1 DF Viewer, 1 Villager Viewer. If Nath dies, it raises a question mark as to Ash's allegiances, although it's possible to postulate an extra DF Viewer. No DF Viewer at all would really cripple game balance.

YEah, with the Fain, the DFs really needed their own Viewer. Although, unfortunately, they never had to worry about Fain due to rogue fireballs. :(

Oh, the (in)humanity! :O

I predict... that this will be a close game.

And that this will continue to be a boring game. For us anyway.

Yep, the DFs are being really mean by keeping Alv alive. Awes should've fireballed him instead of Sprenil.

Why?

Because then they'd talk more. That's why I'm trying to come up with ways of limiting PMs.

Ah, if the dead could vote, Alv would be in here with us. So mean

Just make them send it like tweets. One token permits one tweet >>

Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv. Kill Alv.

Alv, if you're reading this, I'm sorry. Kill Alv. you two are both on my 'kill next game' list! :)

There, 140 characters.

The PMs, I meant. Although I suppose if you really wanted your own go at a ghost tweet... :P

Oh, no, that would be too powerful in basically any game. But what if you could PM one person/cycle, but your sentences all had to start with "S". Then, once the cycle is over, the person you PM'd dies.

No wait, you can send unlimited PMs, but each sentence must start with "S" or you die, and you can't use ERNSTL.

No, I meant Kill Alv--was that your own go at a ghost tweet since you never got to do one? ;)

Uh, yeah. Rengar the unfriendly ghost, who messes up the living's lives.

Give Casper a run for his money why don't you. Even better, do it Death Note style: every cycle, PM the GM the name of a player. That player dies.

Yay! Ironically, the game thread is more dead than we are.

Anyone who is reading this and who is tired of us whining about the game thread and the state of the game: this is your fault. We are dead. We are easily bored. We need entertainment. You were our only hope. *And you failed us.*

You all have earned yourselves another Spiritual slap. Watch - I'm going to slap them all right now: **WHOOSH!**

That's why I hope the gambling/currency mechanic in Meta's game really pans out, to help give incentive for people to be active and posting. Also, since his is a QF, inactivity shouldn't be that bad of a problem since most people who sign up for those know those game types are a lot faster and actually require at least some form of daily attention.

For me, that is some relief if I end up a Cycle 2 casualty again :P

Or if I die right away again! (I hope no storming horses sign up this time.)

Better be safe and feed the horse to the Cellar^{The CELLAR reigns!}

Yeah, if a horse does show up this next game, I'm lynching it the first cycle. No objections.

But yeah, I get what you mean, Gamma. There are two ways to do this: carrot or stick. Stick would be taking away or pushing through limitations on PMs. Carrot would be giving them an incentive to be active and to post--such as the gambling/currency mechanic. Although *hopefully* this doesn't result in just RP posts.

That's a good point. I changed my game's rules to state that the cycle's post must have something non-RP-related in it.

Awes just revealed himself as a Channeller. I never suspected that. :P

Wait, what?

No, that was sarcasm. But Awes did reveal himself.

!!! Time to check the thread. Then again, it was a poorly kept secret at best. As Aonar said, anyone with two brain cells could've figured he was a Channeller.

Huh. Maybe things will go in a better direction after the World Cup match >>

Maybe. As long as it doesn't take up the entire day. :P

I can't blame him. Costa Rica v. Greece? Something to catch!

Hopefully in the meantime, the other people will make this situation less boring.

Agreed.

Well, you asked for it. :P Things definitely are getting interesting, now. :D

Hooray! Although I guess that means no cameo, then. :P

I'm sure we'll somehow endure...

Hey, Newan? *What if I told you you could vote for someone else to be the Mayor?*

Oh excellent, they've finally done it.

Very vicarious isn't it? This business of watching the living.

You have *no* bloody idea. After all, you got yourself killed so close to end-game.

There's always delayed death. There's healthy living for you.

Burn me, I could've done with a delayed death myself. One last-minute, half-ditched Channeler fireball was all it took.

It seems she'll be coming in here to join us soon enough.

A little too late, I think.

It's never too late.

Always look on the bright side of life? You should've been whistling that when Jain was stabbing you. Got some issues, that one.

Stabbing someone twice is a bit cold.

Hey, I got better.

True, too true. We all did. Now we just need to wait for the new one to come along.

The Dreadlord?

No; the Crewman. What's keeping him?

...I hate waiting. 'Specially if we're not sure if he's going to show.

I still think they should've hung the Forsaken before this. Stuck to their guns, followed their hunches.

You followed a hunch. Where did that get you? The wrong end of a Shardblade.

The others have a point. The Viewer *was* terribly obvious, at least. And someone else had sensed something amiss with the Farmer.

...too bad I was killed before I could talk about the ravens.

What about the ravens?

A paradox. Something for a retired thief-taker to ponder over in his dotage. Along with a good pipe.

I thought that was to disguise Mashadar.

Shhh. No Mashadar allowed in here. Don't bring it up before Gamma has me thrown into Braize after all.

Can we keep things in-universe here?

Yes, Khas, thank you for the reminder. Before Gamma has me sealed in with the Dark One. How about that?

What about being burned in Shadar Lagoth?

...Let's not go there.

I wasn't suggesting *going* there. After all, that worked so good for you, didn't it?

Stick it in, go on. I'd have been in the Borderlands, maybe Arafel if not for the damned city.

...That's harsh.

Thank you, Khas, ever a beacon of sincerity.

You're welcome.

Still, finding the Darkfriends is a trickier business than commonly accounted for.

You don't say.

Well, you'd think that reasoning does the heavy lifting here. And that's sort of the case. But it sort of isn't.

Very helpful, Kaim.

Thanks, Kasimar. What is this, 'pick on your latest incarnation' day?

Yes.

...but I'm not the most recent. That'd be the Crewman. What's keeping him, anyway?

No idea. I hear it's awfully hard to steal away when you're on a boat in the middle of the open sea.

A ship, Khas. It's a ship.

I say boat, you say ship. What's the difference?

...moving on, if you think about it, picking out the correct suspects is actually a more complicated business. Logical conceivability implies plausibility, correct?

...I'm not sure you're saying what you think you're saying.

What do you think I think you're saying?

Forget it.

That's exactly what I'm doing. I'm not even sure why I'm sticking around.

Because you're dead. Because I'm dead. Because we're *all* dead.

The Crewman isn't.

Because he hasn't even been created yet. He's an idea, a figment in the mind of...of some other being. That's *all* we are. Figments. Fragments of thought. We came into being in a single moment; lives and memories and all of that stuff just created out of...out of nothing. We're his yesterdays.

He's tomorrow.

What does that make us? Caught between yesterday and tomorrow? That makes us today.

Illogical. Yesterday and tomorrow, past and future cannot meet in the present.

Unless they're projected onto the present.

Don't you start with that presentism chull again.

This conversation has definitely taken a turn for the boring.

Right, back on track. If Kasimar would kindly shut up.

You've had the past 35k or so to make your mark on the document--

You helped write the longest storming document in the history of Sanderson Elimination. This is my document. The two of you are just freeloaders.

Definitely harsh.

Deal.

That's what I was doing.

No, you were going all presentist on us. Stop that.

But--

You heard what he said.

Oh, fine.

Well, if something is conceivable, then it's plausible. Within limitations. Defeaters exist. Perhaps we can conceive--in whatever sense we may be said to do so--of a square circle, but it doesn't mean one is either plausible or possible.

Your idea of logical possibility is dodgy in itself.

Yes, I know. Work with me here. I'm trying to find a way to put this across. Oh, very well. Possible worlds are consistent and complete states of affairs--ways the world 'might have been', to put it loosely.

Go on, Captain Obvious.

By 'consistent' here, we mean logical consistency. Discounting, for the moment, other logics and sticking with classical logic. Therefore, ignoring the possibility of impossible worlds.

The possibility of impossible worlds. I rather like that.

Liking what another incarnation said. That's got to be the definition of narcissism.

And if no one joins us soon, I'm going to be a solipsist.

So if we map the schema of possible worlds onto a single game world, each argument made for someone possessing the property of being a Darkfriend tracks--theoretically--a single possible world at its best. Implying that under ideal conditions, the argument is perfectly logical. But then we see the problem: there are many possible worlds. One of which is the actual world. Ideally, we want an argument that tracks a possible world that is *as close as possible* to the actual world, if not being able to pick out the actual world itself.

...more concisely, soundness rather than validity.

I thought that sounded too convenient. More a conspiracy of logicians.

They can be rather dodgy people, can't they?

Speak for yourself, Padan Kaim.

I resemble that!

Exactly.

The problem with trying to pick out the actual world with your argument is that your premises must be true. The truth of those premises, in turn, can depend on further arguments with assumptions--some of which are argued for. So a nested series of arguments, each of which must be mostly correct in order for you to pick out the closest possible world within the game world rather than distant possible worlds.

But sometimes it doesn't matter. Whether it was the Channeler who dropped the ball on the first night or the Farmer, it made no difference. Different possible worlds, one more distant, but the result is what we want.

Luck. A good dose of it. Luck always helps.

Don't forget skill. Knowing how to assess the evidence and to pick the most likely argument, or even to juggle different possible worlds...

It's an interesting question. What connects making arguments from the evidence and truth in this case? What is the nature of the connection between an argument made and truth?

...reason, ideally.

But when we've established that reason is underdetermined? What secures verisimilitude?

...Kaim, I have to say, I liked you a lot better when you were running around with that smoke inside you.

I didn't.

Well, it's all gone into that panda now. Which the Viewer buried in manure.

Wise of him.

Tracking the current votes:

Waes (1) : Alv

Khamsi (4): Grey, Newan, Waes, Douza

Trimat (3): Trimat, Nath, Khamsi

Grey (5): Jerric, Wilson, Aonar, Rishi, [Dellan](#)

....Have you been talking to yourself? :P

Actually, I've been trying to reason out to myself how reasoning works in this game. I just decided to take a cue from both Rengar and Plato in order to do so in *slightly* more entertaining fashion.

Pff. No. Tots.

Oh, and as for the request of the Cheat Sheet, I decided I'll tell you the roles of everyone you want to know (after you swear a vow of secrecy, as is tradition for these rituals :P), but right now in the game, the actions people taking is where the most fun of speculation comes into effect. Everyone else in here hasn't even seen the Sheet for the last few days for that reason. (Nor have the Spec Doc seen it at all). Sorry. :P

This is getting painful to watch. (Just like the last 3 lynchings.) Plus, with Awes getting the mayorship, I doubt that he's going to survive the night. (And we've just reach 40k words.)

Yay. It's getting a bit boring to watch. I mean, their's something like 10 dead already, no GB death, and the Corrupted faction went out the window faster than a car on crack. It's getting preeetty one-sided now. I really want QF 3 to hurry up and start. Who's the next GM?

Long game GM? Not sure, off the top of my head. Things might be getting a little changed up soon once the 'Official' game overhaul comes into effect, sometime soon. (Just a better classification of games and a Lexicon of terms worked out, etc.) So with the official introduction of Mid-Range games, the lists may end up changing a little bit, but everything should be running smoothly still.

At this point, if Grim does get lynched, the villagers are going to have to get a lot of correct lynchings to not die.

This is so damn frustrating because they were close to lynching the Dreadlord.

Alright, so if Grim is lynched, it's 10 against 4. If the DFs make two night kills (I don't see why they wouldn't, unless Awes stops one of them), then it's 8 v 4.

I don't think it's likely they'll be stopped. As long as Binnt makes the kill, he's not likely to get role-blocked. Now, what they *might* do is to have Awes Spirit Khamsi *and* then have Nath scan Khamsi. This would prevent further shenanigans.

Then it'll probably end up as 8 v 3 after tomorrow's lynch. But then it'll just be 6 v 3 the next night. If the villagers get lucky and lynch Ash, then it'll be 6 v 2. But, they still aren't certain of the last two DFs. This could be a *very* close game.

Yes. It would *really* help them at this point if Nath didn't die.

That would be helpful at this point, since there aren't a whole lot of people left.

Well if the DW dies during the night, then that should hopefully at least get all conversation out in the open.

And you mean it'll make us less bored in here >>

Hopefully!

I have to admit to being so frustrated because they were this close to taking out a DF before they went on a completely irrelevant tangent. ...does that mean we get our cameo? :P

I'm seeing what I can do. Right now I think I'm trying to rip off Patrick Rothfuss, so I'll see if I have room for Bubbles of Evil.

:P Those might have to be saved for the Night Cycle (which would work better, since ghosts are spookier at night)

Why Rothfuss? And it's cool, either way ;)

Why *not* Rothfuss? :P

Fair enough; I just meant it seemed to me as though his name came up out of the blue, so I was curious why.

Yeah, was a rather random decision. Let's see how it pans out, though. :P

Will do.

King says the spec doc has got it all figured out. The Forsaken is the coin both Channelers have used to slay the innocent.

Ah, yes. The saying, "The Dark One's own luck"? That's the Dark One's own coin he uses to make his own luck

! I like the write-up.

Thank you! Now you can see what I mean with "Rothfuss", I just always loved that intro.

Yes, most definitely. I did too! And it's a good fit for the 'calm after the storm' idea.

I know a lot of people complain about Kvothe being not very well-written as a character, but I loved the worldbuilding in there that it didn't really show for me.

I *love* Kvothe as a character, just because of *how* unreliable he is as a Narrator! It's fantastic!

It wasn't the unreliable narrator that got to them. They felt he was a bit of a Stu. I actually find that category problematic, but leaving aside that--yeah, I guess I can see why they're a bit worried.

I can't wait for Day 3, no matter how long it takes Rothfuss to come out with it. It sucks to have to wait, but I'm surprised people don't use the Neil Gaiman GRRM quote to people who complain about the time it's taking Rothfuss as well.

Which, sorry? "Everytime someone asks me how long it takes, I kill off a character"? :P And yes, I'm very excited for Doors of Stone as well.

Oh his blog, Neil Gaiman was asked basically like, if GRRM should feel any sort of responsibility or hurry to finish the series in a timely manner, and Neil's response was literally, "[GRRM is *not* your bitch](#)." (which was just a fantastic response :P)

It is. GRRM is only responsible to finish it in a timely manner if he has a specific book contract. But as far as I know, he doesn't have a contract, particularly one that requires a certain time interval for the book to be produced in. I liked Jim Butcher's way of putting it too (I think that was with regard to Ghost Story, though)--he told readers they could either get a half-assed book immediately, or wait a few months for a full-assed(!) book :P

Exactly! Like, I love how fast Sanderson writes, but with how GRRM writes and does things, you can just tell his is a much more lengthy process, as there's just so *many* characters and places to keep track of!

That, and we all know Sanderson probably has spikes for that... :P j/k

(I think he write's in a Bendalloy bubble, but that's just me, and half of his fans)

Probably the case too. And zincminds. He has them.

But of course. Compunded* Zincminds, no doubt.

For sure. He's a Twinawesome, at the very least.

Definitely. But let us accept your newly fallen brethren, Grimlar al'Pil, if/when he finally shows up in here!

If. A good number of the fallen seem to have been caught in transit.

Eh, The Wheel weaves as the Wheel wills. :P

Who knows, maybe he *has* come in already. He took one look at the doc length, said, "Sod it, I'm not bothering with this" and went off again ;)

Bahaha, that *is* a possibility! (The Spec Doc is still winning by 7k words, btw) :P

Yes, that's because the other people here aren't pulling their weight. I mean, for shame, Maili! Add to this! Add! Add! And Aspren! He hasn't put in anything besides his name! Shameful! :O

Good Guy Fain: dies and tries to get all of the dead chatting like good friends. :P

I had happy gas and a pipe. They'd have been *best buddies* in no time, but unfortunately, on the way here, customs said the gas had to go. Pipe too. Seems like they're controlled substances or something of that sort.

Bah, stupid Scheduling. Who says that *Mashadar* doesn't have any potential health benefits? :(

Exactly! It makes friends! Lowers your blood pressure! Healthy living!

Well, I do hear that Aridohl had medicinal *Mashadar*, but we all know what happened there...

Oh come on, this is a scare tactic against the recreational and medicinal use of Mashadar! :O Support free and responsible use of Mashadar!

N.O.R.M.L. - National Organization for the Reform of Mashadar Laws. ;)

We're not national yet; we're stuck within the region for now :P

Yeah, but RORML doesn't roll off the tongue. :P Unless... RAWRML.... Regional Area Wishing for the Reform of Mashadar laws!!!

Hmmm. Yeah but that's quite a mouthful. And I never even got to bring it up to the Mayor! :(

:(At least there's a small stash of Mashadar left in the Panda, though. ;)

Yep. The manure-covered Mashadar panda :P

Incidentally, I'm not sure if this is a good way to think, but I'm suddenly under the impression that gambling the lynch on their ability to take down the Forsaken wasn't a good idea. That it *might* have been better to take down a suspected DF anyway, given the 1-night action limit. Removing Khamsi would've removed one of the three capable of carrying out night kills. Then role-block a suspected DF, have Nath scan someone suspected to be the Forsaken.

You're right. >.< I just keep forgetting cause the Villagers haven't even come close to scanning the Forsaken, lol.

Yeah, just wondering because they did ask Senna to kill him at one point, so it's not as if he's not on the radar.

Very true. I am curious as to why she didn't send in a kill-order the last Night cycle. :(even if it would have most likely been Khamsi she would have targeted, from what everyone's saying, who was Mask of Mirror'd, so it wouldn't have mattered anyway.

I'm curious too. And ah, so I suspected. I wasn't sure if Khamsi had enough information to tell Nath was the other Viewer, so Spirit would've taken quite some luck. Out of curiosity, what happens if Awes and Khamsi hit each other with Spirit?

just figured that one out last night when I thought of it being a real possibility. :P Both Spirits would cancel each other out, and *both* weaves would be used up. (Just so they can't keep firing Spirit at each other night after night) :P

Nice. Yeah, that would be a real problem :P

And in the RP sense, both spirit weaves would cut each other out of the air, so it makes sense for them both to be used up since they happen at the same time.

Fair enough. That would make for a pretty epic write-up though. Channeler cage-match!

Hahaha, yeah, I'd almost consider specifically mentioning that happening in the write-up if it did happen, lol. (But probably decide against it) :(

Heh, oh well :P

Four failed lynchings in a row. That's got to be a new record.

Yeah, the DFs have been *ridiculously* elusive this game, even when they're in the crosshairs!

Not really. I think we had them mislynching until Day Five, the last game. On Day Five, they lynched H.

Honestly, in this case, Gamma, I'd credit it less to the DFs than to the village. The DFs haven't really been making the arguments except for Shiv--the village has been doing an excellent job of it on their own for them.

Why do your own work when you can get others to do it for you?

^^ Basically.

Maybe this is a clearer way to put it. I wouldn't deny the *strategy* is a good one. I *would*, however, refuse to give the DFs extra credit for the execution. The fact that they've repeatedly appeared on the suspicion radar is enough to show it's not been particularly well pulled off. In that, the village deserves no credit as well; it's been making a not-so-well-executed strategy work well by dropping the ball continuously and thereby sabotaging its own efforts.

Ah.... the fun of *Daes Dae'mar*! :D

Very Rand? :P

It's funny that the villagers have no night kill. They're at the mercy of the DFs here (which isn't all that merciful).

Oh well.

Well, There's still a HoA and Spirit weave, though. :D (Although DFs still have Earth Skin (useless for them) and Spirit and HoA (also probably not that good for them to use)

HoA is useless for the DFs as well, isn't it? The main thing they have is Spirit, and honestly, I think it may be better to have Khamsi make the kill, unless they specifically know Awes is going to do something dangerous. (He can't for instance HoA

himself.) But they could, if they're really lucky (Village), do something like what Cara did to me that game. Hit someone with Spirit and hope to get very lucky. If there's only one kill in the day write-up, someone's going to the noose.

Yeah, that would probably be their best bet, and hope they hit the Forsaken. They need to get rid of that second Night Kill and stop mislynching. They still have a definite shot of turning it around, though, if they start getting the right targets. Actually, at this point, I don't think it matters if they hit the Forsaken. They're better off trying to hit a suspected DF to role-block that kill. If they block a DF kill or the Forsaken kill, it's the same difference. The *good* point about letting the Forsaken kill through is that it gives you two shots at trying to figure out who he is through Nath. Role-blocking means you don't know if he's the Forsaken or just a regular DF.

Oh, I meant trying to get the Forsaken via lynch, because yeah, the odds of them Viewing or role-blocking the Forsaken are not that high at all, but hopefully any viewing/role-blocks they use in the night can just help them get *something* figured out.

Sorry, my bad :/ Yeah, hopefully. They need a ta'veren doing the role-blocking or Viewing ;)

Yeah, and leave the coin-flipping to the Gamblers, lol. ;)

Tell me about it. I was incredulous when Awes talked about flipping a coin too.

Although, that did help with my write-up. :P "That's what you get for electing a ~~fool~~ Madman" XD

Exactly! The village is like a case-study to make people lose faith in democracy. Look at *everyone* they've elected so far: a fool, a Dreadlord, and a madman. It takes skill to do something like that...

Hahahaha, especially when put next to each other like that....

Yes, that too :P

I'm worried that things are going to get boring fast around here.

?

I don't think many people will be talking in the thread, since ~~most~~ all of the villager's actions will be coordinated via PM.

You never cease to surprise me, Rengar. You mean they aren't already boring? :P

Well, they are, but it's going to reach a whole new level of boring... Painfully Boring ...That's not even mentioning that this night's title is *A **Silence** of Three Parts*.

...most likely, yes. Sigh. Oi, who is the orangutan?

I don't know... The good news is that we'll easily get past 50k soon.

I guess? :P If the spec doc doesn't beat us to it.

That can't happen. We're pretty close to it already. All we need to do is figure out interesting things to talk about.

Unfortunately, I'm running out of ideas as to that.

Same :/

Hey Rengar, got your game entirely sorted out by now?

I don't know; I haven't changed anything.

I see.

Hopefully, everything's good now. I'm pretty sure it is. But if I think of anything else, I'll change the rules a bit.

Good to know that it's mostly all-systems go.

Yeah, I don't really know when it's going to be run, though. Probably soon.

Nice! As a QF, mid-range, or regular?

Probably mid-range, even though I could run it as a QF. There are no night cycle, and votes are done via PM (but are then revealed) so it could run as a QF. However, I'm thinking that it might take a little while longer than a regular QF.

Fair enough. Probably makes sense too, given the conversions.

Yeah, it makes thing more complicated, but nobody's objectives ever change in the game, so it isn't like this game (or how it was supposed to run). Also, only the main KR have to die for a particular side to win.

Also true.

I guess I'll have to see what the Mid-Length rules are; they should be coming out soon.

Same. I'll sign up only then.

I think Meta's game will be fun, once it begins (in 3 days, I believe). I'm surprised nobody else has signed up in a while.

Same. Maybe it depends on how Game 6 goes...

Well, there can only be a maximum of two more deaths by then.

True. Even so...

Right now, my guess is that there will be 3 Mutineers, 1 Quartermaster, and 2 Gunners. (With the number of people we have now, at least.)

Possibly. Sounds about right.

...thank you, Awes. Thank you.

I'm back. :P. I can't believe they lynched Grimlar. I thought Wilson had given up on him. When I was alive she didn't say anything about him after the first two days. Argh, Wilson! No offense, but you're much better at Team Evil.

lol, she has already admitted that, herself. :P

I so hope Alv dies so that they talk more and they use the code. ;)

At this point, I think they know who all four of the DFs are. The roles for each of the DFs aren't completely correct, but that doesn't really matter. As long as the villagers lynch a DF each day, they're almost guaranteed to win. Unfortunately, it doesn't seem like they're going to lynch the Forsaken, as they believe he has no useful abilities.

Which doesn't make sense to me. If he's claiming to be a Wisdom, then he should be the first on your list to kill. That's the mistake Team Evil made in Game 3. They allowed gamma to keep Lurching people when they should've just taken him out. I told Aonar, Wilson, Senna and Awes this, but I guess they kept Senna on Khamsi. Which obviously didn't work.

Well, I believe the Spiked thought that there were actually 2 lurchers that game, or assumed I was going to be protecting myself instead of Chid. And then vice versa when I protected Chid. It was just a series of extremely lucky guesses on who the Spiked's targets were. :P

Addendum: if Senna was still alive, then it makes sense to take him out. But right now? They have no night kills for their side. A Wisdom, from their perspective, doesn't really matter.

Alright, so their suspicions are Binnut, Trimat, Dellan, and Ralv (not Khamsi?). So, that's at least three-quarters correct. Hopefully, they hold off on killing Ralv, since he's the last DW. Then again, that'll force them to voice their suspicions in-thread, which might be more beneficial.

Depending on how things go tonight and tomorrow, I'd say that either Khamsi or Binnut will be lynched (or, the villagers will make another terrible mistake and lynch another non-DF). Anyway, if either Khamsi or Binnut is killed, it won't really end up changing much. Afterwards, if Khamsi was the one lynched, I'd say that they'll lynch Binnut next. If Binnut was killed, they'll hopefully have figured out Khamsi's alignment and lynched him. After that, I'm thinking they'll go for Trimat. By that time, there will probably be only around 3 villagers left. And unfortunately, Dellan is the Forsaken. Hopefully, they have the sense to not lynch Ralv, or they'll be doomed. But, the villagers still have a few more roles (Nath's, for instance) to help take down the DFs. So, as long as the villagers don't make another mislynch soon, I think they'll win.

What other roles are there? There's mostly just Nath. Wilson can survive a lynch/attack but that's about it. Assuming Awes is taken down tonight...

Yeah, I think it's just Channelers, Viewers, an Aiel-blooded and a Dreamwalker at this point. XD

Exactly. As far as I'm concerned, Alv is currently not helping them--in fact, the opposite if they persist in thinking he's a DF. The Aiel-blooded is a sitting target that isn't useful either because they know better than to hit her. Viewers, Channelers, they're the ones in play right now. Actually, Gamma, do they *know* that Wilson is Aiel-blooded?

They know she's been claiming to be one since the beginning of the game. ;)

I thought so. After all, she's been very nicely left alone...

As the night progressed, the walls of boredom settled in...

None were safe from boredom's all-encompassing grasp.

To help ease the boredom, here's this to solve. A sample of the code.

7312171220828360323083143921291220274140377338702247382214253015276230418211531712405437475313 I guess no one wants to solve it. ;)

Is there a reason no one's considering if Dellan fakeclaimed? If, by that logic, being a Wisdom makes him a DF, and he's making other fishy moves, why wouldn't he lie?

Ugh. Boredom. My second worst enemy. Anyone in the mood for funny stories?

I dunno why Dellan claimed to be wisdom and the others bought it. You'd think that'd be one of the things they checked out first. ./ Being Forsaken, I'd just claim Villager and wait to be viewed as such. *shrugs*

Yeah, that too. Besides, if he claimed to be a Wisdom, wouldn't you want to check that because geez, if he's real and on your team, he could block a night kill if used well?

Wow, this was a *really* boring day. Good thing I wasn't here to be bored. >:) Mwahahaha....

Y'all can get 3 ghosts to appear in the write-up..... so start deciding who!

Well, that's a bit sudden. No, Tarmon Gai'don nears.

Do we get to say anything? If so, I vote me. I have the secret code. If not, I still vote **me**. :P I also vote for **Kas**. Fain should get to show up. And **Gade**. He was the first dead and second most active in this doc. Those are my three votes.

To appear, I should think. If we get a ghost tweet again, they're screwed.

Anyway, hey Gamma, I almost choked and spilled my tea on my keyboard when I saw what you posted in the thread ;)

And on busines: I vote **Gade**. Just for the Cellar^{The CELLAR reigns!} lulz, and because he's wanted to spiritually slap so many times, so this is second-best. I would like to be able to show up, because you know the smoking thing I never got to RP.

And...I'll vote **Maili**, then. Seeing him would make a bigger impression on the coalition.

Nobody will be getting to say anything (or at least of their choosing) because I can't have the dead leak any information.

This is just more of a "these ghosts are seen walking around" type deal. Figured I'd use the most active if you all to do that wit.

Why everyone so boring?! :P

Exactly, that's what I thought. But could I ask if you could do the pipe thing? :P I never got to do it and it would've been awesome! ;)

I'll see what I can do. Not even sure how/why I'm gonna pull off the ghost thing, lol. :P

GM Almighty, all I ask is that you do **not** have Kaim appear to someone making pottery. I'd never live that down ;)

lol, no problem.

And I'm gonna have to go with what you said. They took your 'Silence' thing literally >>

Bahaha, yeah, after a day had passed and I saw barely any response, I thought they may have taken the silence a little *too* strictly....That's why I hope the gambling mechanic really works in Meta's game and encourages constant thread activity and all that.

"GAMMA'S WORD IS LAW! HE SAID SILENCE! SILENCE WILL FALL!"

Agreed. Though in all fairness, I'd probably spend most of it silent beyond that one post. At least on the first day. I'm still not used to *starting* discussion. Picking up the ball after it's been thrown though...

Yeah, as long as people get their "one" post in, they might just go for the absolute minimum. :P

And have it be an RP post too :O

lol. Even the night orders have been boring for this Turn, lol. :(

"Do Nothing, Do Nothing, Do Nothing, Worship Gamma"?

Lol, well as long as I still get my daily dose of worship in, I guess I'm okay with that. :P

Alright, then I have night orders to send in.

"Worship Gamma." ;)

lol, a god who's only as strong as his ego. :D

In the land of Sanderson Elimination, the GM is god ;) Except for Meta's game. Then the GM is in danger if we don't get to work saving him. Although I must admit that I'm cool with losing the game if it means we get to lynch him j/k

For some reason, I have a feeling Meta would never let us lynch him, even if the mutineers win. :P

Dreok Crushthroat: Die Another Day. It *would* screw with Elantris canon if they won...

Guess we'll see what happens.

Yeah. I hear Meta is very tempted to put King and myself on different teams, just because of our backstory :P

lol, yeah, that should be pretty interesting, depending on how it works out. :P

Well, we've never been on the same team ./ I still feel slightly betrayed that he was on 17s. And just as I thought we were finally on the same storming team for once! So all Meta has to do is to sit back and let the randomiser screw us all over :P

Bahaha, yeah, the Dice can be quite cruel. :P

He hates me. It's happened time and again. The most recent being Padan Fain :P

Aw, the Dice thought you would rise to the occasion! You even almost did, until you know.... flaming fireballs!

I used to be on Team Evil like you. And then I took a fireball to the knee.

XD Love me some Skyrim

It's brilliant. I'm just annoyed my console broke before I could get to Alduin.

Yeah, my console broke recently as well, like a *month* before I got a wave of Skyrim nostalgia and wanted to go back through and play. :(

No! :(That's horrible!

Yeah, xbox no longer reads discs. So the only thing I can play is the game Civilization Revolution we had randomly installed straight from the disc to the console for some reason once. O.o

I don't know if that's lucky or unlucky...I'd say both... o.O

I mean, the Civilization game is *alright*, well, okay, it's a great game. I loved playing and mastering it.....but I played and mastered it.... so yeah. XD

That's the lucky part. But being able to play nothing but Civilization? Unlucky :/ Although mine broke down completely so I can't even switch it on. Oh well. I was supposed to give up gaming anyway.

>.< See, I actually took the sign to give up gaming as well! Because the xbox broke a few months after I tried starting playing Diablo 3 on my PC, and I even went out and bought a graphics card upgrade and everything for it, had to get a new power supply..... and then the graphics card fried and burnt out. >.< (Radeon series that was *notorious* for overheats, what I get for not doing my proper homework)

Ouch. Darn, if I upgrade the PC, I'm going to have to keep that in mind. A fried graphics card and having to get a new one...urgh.

Well, my desktop is like a 5-6 year old piece of crap straight out of like, Circuit City... so *not* a gaming computer. It was just the graphics card I bought (and i bought it used from a local CPU outlet store nearby, so that probably didn't help at all)

True, but I've been told more in favour of upgrading a desktop to be able to game, rather than buying a gaming computer off the bat. The problem with that is...you gotta really do that homework when upgrading. Maybe not entirely a problem--something to KIV instead, perhaps.

But yeah, after that and then the xbox, that's when I just said, "Okay, I take the hint. Books it is, then" XD

So the three ghosts will be you, Gade, and Malai, though? (There's still plans for Jain's Panda in the works, so that should work out well)

Yeah, that's what I'm trying to do. (Got hit very hard by Skyrim nostalgia at the moment, so I'm trying to solve it by selling my games.)

Should be fine, then.

Yeah. And yeah, same, I already went and sold most of my game stuff I could. Gotta get extra money somehow, with all these awesome anthologies coming out. >.< Seriously, there was *Dangerous Women*, now there's *Rogues*, then the *Shadows Beneath* one of course, and then there will be the *Altered Perceptions*.... >.<

Good point :P In my case, I sometimes have to wait anyway because shipping to my region costs a bomb, and sometimes e-copies don't sell here. Good grief...Sanderson's generally been on the ball with regard to making them available though.

Ah, dang. That's cool that Sanderson has been rather speedy with getting his material out to everyone as efficiently. (And the fact he writes like what, 2.5 books per year at this rate??)

Yeah, sometimes I think either Sanderson's spoiling us, or it's the fact he writes so fast that makes me able to patiently wait for Rothfuss, knowing good books will be out anyway to last me until Day Three. (Speaking of which, if we're branching out into Hunger Games/GoT, a Rothfuss Elimination would also be brilliant.)

Very true. :P And heh, I can't even begin to imagine a KCC Elimination game, if most of the elements of the series were to be able to somehow be tied into the game.

Yeah, but the skindancers (I think, I'm trying to remember what Bast identified them as) who took over the mercenary at the end of Day One? That'd make an *awesome* mechanic.

Ah, very true. Just make it like the inn setting or something. :D (Actually could be a great QF, with just the right number of things) Although, I guess I already did steal the 'Silence of Three Parts' for a write-up, so that GM would have to find something else. XD

Also true. Then again, unless they want to use a Kvothe, the Silence of Three Parts probably wouldn't be a good idea anyway.

True. Hmm. Bah, I should stop thinking about it, I got enough other possible game ideas to worry about as is. :P

Oh, and off-topic. It appears I need to start reading me some Neil Gaiman. American Gods is becoming a Starz show. O.o (I've had friends recommending Gaiman and that book specifically to me for years, I've just been on my "super fantasy" kick with WoT, aSolaF, KCC, and all that, so now I actually have time for that!)

Ah yes, I've heard about it as well but I haven't read it either. Same super fantasy kick thing >>

Have you read any Brian McClellan, Brent Weeks, or Joe Abercrombie??

Sorry, had to head off for a bit to fix something. I've read the first two, Abercrombie, not yet.

S'all good. I'm just trying to work up on this write-up, hopefully get it in on time for once. O.o Gonna need something more bumpin' than this Bob Marley to get those writing juices flowing, though. >.<

Hey, boring them waiting for the write-up is fair play. Just as they've been boring...

Meh, should go lock the thread. :/ (like that'll make a difference) :P

I know right? As though they're waiting to rush all at once :P

Well.... they'll have no choice now ;)

Let's keep pretending they would've exercised it ;)

Phew, almost done. :D Just need to do a quick proof-read (which I've never actually done with any of the other write-ups....), and get the thread posted.

Hurrah! (Because they're totally going to be chafing at the bit to post, aren't they? ;))

Up! Enjoy. :D

Excellent! Thanks! I love the hint about the Mashadar panda :P Also, Alv's dead? Brilliant. Now maybe we'll see more posting at last? (Not that I'm going to hope very much about it...)

Well, there's going to *need* to be some in topic discussion after last night's results. Although, maybe there will now be this "code" in action??

Helpful but not entirely. The village needs to work together. And I don't know if Awes was given the key. Also, I wonder why they killed Lam? Good thing the Viewer and Channeler are still up. Would you happen to know if Awes used a weave?

I do know if Waes used a weave. :P I don't know why Lam was attacked though, because he was totally inactive and not a threat at all to the DFs. They totally should have concentrated on somebody who's votes would eventually be used against them. But the DFs were worried that Waes was going to use Water, so they decided someone else.

Oh, such a tease. Almighty GM, who knoweth all things, what did he use, if he did use a weave at all? :P

Possibly, then. I guess they didn't want Waes to do something like your lurching streak.

Waes already used Water two nights ago, unbeknownst to the DFs, of course. ;) He HoA'd Nath last night.

Ah! That's very good then. Since it's not in the write-up, they now have to guess around what Awes did and didn't do.

Yep. :P DFs were close, but last night was important in their success, and now they're going to have a much harder time of winning. :(

Who did Nath View, O Almighty One?

(If you're in a generous mood, I do have one more question after that--but I'll delete it immediately when it's answered because it's kind of sensitive--I'm just curious about your opinion on it.)

lol, no problem. Khamsi >.<

Aha. Perfect. Now they know they can trust Awes. But anyway: without Khamsi, how hard will it be for the DFs? Because while Trimat and Bunnt have been playing up their new player status, Dellan is really new. And it sounds like Khamsi's been pivotal in making some good decisions.

I will admit, the DFs did get a kinda bad hand with $\frac{3}{4}$ "newer" players, and Shiv has been a major leader in their Doc, but that has also been crippled by things in real life with absences and weather and other shit coming up, it has been a real struggle for the DFs just for all of that alone. The rest of them have done decent jobs at staying undetected, kind of, but their defenses were really weak and they did start to scramble under pressure it seems. Ashiok has basically been mostly inactive last couple days as well, and none of them have similar schedules to be consistently on and planning together it seemed like. All of that aside, they all have done a *fantastic* job at screwing over the villagers and causing some major damage this game.

Hmm, yeah. It seems as though it'd be pretty close this game, still, though. Taking out Khamsi still leaves the Forsaken there and even with one DF down, the DFs will still get two kills unless Awes is really lucky with Spirit. Lucky enough that he should consider becoming a goalkeeper.

insert US goalkeeper joke? :P

Didn't he make like what, sixteen saves or something? :P

No idea. XD

By the way, I like the hint in your write-up. That they're going to be in for one novel of a dead doc.

? What hint? lol

The Three Ghosts chatting amiably. Does that make me Christmas Future, by the way? ;)

lol, I did originally want to go with ghosts of Past, present, and future, but couldn't figure out who was who, so I just made the title 'Three Ghosts' (which is also a reference to an episode of Arrow that has the 'birth' of Flash in it) ;)

Ha! Nice! Arrow? I might have to Google that.

Eh, it's a comic-book show, lol. Super cheesy at most times, but meh. I originally liked it cause it was more 'realistic', kind of like the Dark Knight movies, but then they went all superpowers and shit, so that diminished it a little bit. Stephen Amell does do a great job as the Green Arrow, though, and some of the workouts and stuff are pretty legit, so that fact is pretty respectable.

Huh. I'm really going to Google it. You've made me curious o.O I prefer non-superpowers stuff, but eh.

Actually, one more thing struck me: they finally decided Alv was legit?

Who, the DFs? Yeah, they must have figured he was the legit DW. The villagers still slightly expected Ralv of being a DF though, I think. Mostly cause of his trolling-ness, lol. (Which I was really happen to portray in the write-up) :D

Yeah, the DFs. The village...well, now they know better :P

Now we just need to have Malai tell us the code they're going to be using. :P

Yeah. Hmm. So Nath knows what Khamsi is but if he reveals it, then he's in for it. *But* Wilson now does know that Nath seems to be legit (?)

Well. I wouldn't put it past Khamsi on somehow being able to turn around everyone and convince them Nath is lying.... which is highly unlikely and if Nath does get lynched it'll be revealed immediately that Khamsi was the very obvious DF. But I'm pretty sure Khamsi is just going to get lynched. :P But there is still that possible doubt. :P

Yeah no, just that if Nath reveals himself, he can't be protected any longer. But it doesn't matter because if Khamsi protects the others, it creates the trail that the village has always needed in order to be able to find Team Evil. Up to this point, there were signs but no clear trail. I just hope they don't spend today going on *another* wild goose chase trying to find the Forsaken.

Guess we'll see how it goes. That Dragon Fang on Khamsi should be a nice start, though. But yeah, they *may* try and find the forsaken again. XD that'd be horrible.

Because that worked *so good* yesterday. Yeah, go on, tell them, Grey.

Still, 8 turns in without any actual detection, not bad at all for the DFs.

Actual detection being...?

Viewings/Trackings/100% confirmations or deaths/lynches. :P

Ah yes. With the exception of Khamsi and Nath.

Sorry I forgot about Good Guy Fain's pipe. (I just remembered) XD

No biggie! As I said, I'm more happy *not* to get a pottery scene ;) And without Mashadar, I suppose I've given up my smoking habits.

I'll just say the pipe got held up in Customs. :P

Ah yeah. that I can understand.

Eh, good enough. :P

Woohoo! Guys, you missed one hilarious bit of conversation that got deleted. I just wanted you to know what you're missing because you're still alive and being boring.

Good Guy Fain: Breaks the law, but follows Forum rules. ;)

And taunts the living.

But of course. You have a good day though, sir. I'll be back on later.

Ditto, GM Almighty. See you!

Maill, why oh why did you have to scare me so I would run into the Dark Friends? I could've lived to torment the dead a little longer.

You know, I thought that if they lost their PMs, they'd be less boring. Apparently, the opposite is true. The living really don't know how to... well, live.

I also find it funny that everyone believes that Dellan is a DF Wisdom, because he claimed to be a Wisdom. The villagers aren't really keeping an open mind about this. It seems like they're taking out the least useful DFs first. Oh well. As long as they don't end up with another mislynch, they should win. Right now, it's 8 vs. 4. As long as they get off successful lynchings, their worst case scenario after each of the following cycles will be 6 vs 3, then 4 vs 2, and finally 2 vs 1. However, that's a *worst* case scenario. It seems like the villagers will probably lynch Dellan (the Forsaken) last, but they still have Witless, who has two lives left.

And with Dfangs and the Mayoe votes, they should easily be able to get vote majority, too. But yeah, that code is rather boring. :/

The code... oh, that's what that was. They all PM'd each other with the code sequences and stuff; can't believe I didn't realize that. Well, that is a bit unfair, honestly. I'm guessing they used Mr. T-Speak. How original. I could probably figure it out, given enough time.

Well, they're prob not using T's code, exactly, just the same sort of cipher. So the DFs will need to figure out which body of text the code is based off of, exactly, I imagine.

Well, you could just look for similar strings of numbers. That could help.

Meh, I don't really care enough to spend time to crack it. :P

47! There are a lot of 47s. I would guess that writing the code is what is making people take so long to respond and stuff. At this point, I don't really see why they don't just overtly state their plans or something. There's not much the DFs can do about it. In fact, the code is limiting the communication; if the DFs take out everyone with the code, there goes a big chunk of the villager's plan.

Yeah, I think they're just trying to conceal the identity of the last viewer at this point, as the DFs aren't 100% who.

Seriously? Why can't they just say *the Viewer* instead of actually revealing the Viewer's name?

Well the Viewer still needs to give results... and he can't do that anonymously without PMs, so if somebody goes in thread and directly states, "I viewed so and so:" then they're the next immediate target for the DFs, and the villagers don't have any more protective abilities.

All the Viewer really needs to do at this point is find the Forsaken. After that, there's not a whole lot of usefulness with the role.

Well, yeah, they just need to stay alive long enough to actually find the Forsaken. So they can't directly come forward with any results before then, hence the code.

Alright, I guess that works. But they could've come up with a better code. I don't think it would be too hard to crack with enough time and the use of ctrl+f.

Well good luck! :P (Or we can see if Ralv was trusted with the code and can just crack it for us)

No luck there. They never trusted me. Maill knows the code though.

:(

You guys talk too much. More than the main Thread does. There's no way I can go back and read all that.

We're making up for their shortfall. Except I don't think the Viewer knows the code. That's why they asked the Viewer to come public.

Also, I really, really, *really* don't get why they're taking Dellan's word for it. Either he's a DF by separate reasoning (i.e. his actions in-thread), in which case you have absolutely no reason to believe he was being truthful about being a Wisdom, or he's a Wisdom, in which case, aren't you taking that a bit for granted?

Yeah, but honestly they should just lynch *somebody* instead of fruitlessly trying to figure out who the Forsaken is. If they don't get the lynch through, they could end up dead. If they lynch a DF who isn't a Forsaken, they still have a great chance of surviving.

Exactly. And if they know all four are suspicious, then Awes hitting one of the three with Spirit still gives them a $\frac{2}{3}$ chance of blocking one kill, which would be better than $\frac{1}{2}$.

Yeah I think everyone is just waiting for last minute to toss those votes in.

These villagers are getting too pessimistic. And, with less than a day left, not a single vote has been cast. That's just sad.

Nice to see I'm being posthumously useful in reasoning *dryly*

So.... Shiv just cracked the Code. O.o

Can you use your GM powers to share with the class? Also, lol. "This is brilliant! Uncrackable!" Ha. Ha. Ha.

Yeah.... especially when he was already halfway done cracking it at that point. >.< But, from what I've gathered (and been told by a few birdies) it's a 2-digit assignment for each letter, with vowels and some of the more popular consonants having

interchangeable numbers, whereas all of the numbers with '0' in them denote a use of a space. And then on *top* of that, all of the letters in the words are scrambled, with only the first and last letter being in the appropriate spots. (srota lkie rnaideig sfutf lkie tihs)

Yeah; that's why I kind of prefer codes that work based on linguistic features, TBH. I'm no great hand at codes, but I just feel that if you base them on obscure features of language (such as homophones) as the first line of defense, you lock out people who don't have the appropriate proficiency. (*cough* Windtalkers *cough*)

lol, yeah, but still was a very impressive code, and even more impressive when Shiv set to cracking it. O.o

Definitely! o.O But really, Shiv has nothing better to do with his time? :P

I was busy sorting through which console games to sell, and trying to tell myself it was inevitable >> (Read: better things to do than struggle with a code ;))

lol, he may be haunted by numbers for the next few days. But the level of mind-trickery he can get going on the villagers now will be over 9000! If the DFs suddenly start speaking in the 'uncrackable' code, wouldn't the villagers then possible suspect a leak?

Yep. Exciting, exciting :P

Could I also ask, by the way, if you played the Assassin's Creed series on PC?

Never had a PC anywhere near that good, gaming wise. :P Nor have I really played them on consoles, either. I've heard/seen the new Pirate one, and that one looks pretty amazing, though.

Ah, darn, sorry, bad question. Yeah, AC4 looks really good. Unity too though. Console, why did you have to die on me? :(

Yeah, console death is pretty harsh. :(That's why I collect Magic Cards! Those will never break on me! (Just get worn out)

I stopped playing/collecting after my friend moved away (kid days...)

Ah, those were my yugioh days. Then I grew up, became cool, and started playing Magic. :P

Getting with the times? :P

Oh, and Alv--you're welcome for that piece of damage soaking right there.

Alright, I'm going to start hacking the code sequence. It's a bit tricky, but I've figured out one of the "s" numbers already, so I'm off to a good start, I guess.

Have fun. I need to go shake down some people. Will still be hanging around in the doc though.

It's almost GG for the villagers. Whitecloak, Wolfsister, I think Viewer and Dreamwalkers are down, and they is still 5 DF.

No, there are only 4 DFs. The villagers should actually win, as long as they don't mess up again.

They just need to keep Ash for last. Voting Khamsi or Bunnt should still be fine--Ash isn't likely to be able to make the kill (?) and so taking down Bunnt will still give Awes a decent chance of hitting the correct person with Spirit. Unless Ash does make the kill and Khamsi hits Awes with Spirit. Then that sucks. Either way, if Newan gets very excited about killing Wilson, then he should be reminded that she's Aiel-blooded, so either way, they should save her for last. What's more important right now is that they force the DFs to kill more people.

Still, the odds are pretty flippable. Two days, with no DF deaths, could result in a DF win.

Hence Rengar's "As long as they don't mess up again."

Yeah. Any bets for the outcome? (I can bring gambling into pretty much anything :P)

Shiv has cracked the code! :P

Didn't he crack it quite a bit ago?

He stored the solution in a coppermind and cracked it again.

Well he almost had it cracked a while ago, but last night it looked like he had it basically 100%. O.o

Oh, and welcome your first DF to the Dead Doc!

Thanks... ..

Kas, I found it pretty funny that we were 2 DF and Padan Fain in one PM =P and Ash actually had the idea that you were Padan Fain, and had an alliance plan of some sort... Too bad I did not believe him =P

Sorry Binnt, I had (initially) the mind to convert you and I was considering seeking an alliance with the DFs (two separate things), but at that point in time, I was more concerned by Maili's plan to pick out the people who weren't Fanging when they should be.

8:3

Assume the goalkeeper doesn't make a save:

6:3

6:2

Assume the goalkeeper doesn't make a save and no Forsaken lynch:

4:2

4:1

Game over.

Yeah, the villagers have a *really* pessimistic view on their lives. They've won, they just don't know it. (Unless they go completely off-track again, which will make me sad.)

Yeah. I don't really understand where they're coming from because racking up kills really isn't that easy.

I'm pretty sure that they'll kill the Viewer tonight, but that role isn't all that useful at this point; they know who the DFs are, they just have to pick them out one by one.

Agreed. Even the most pessimistic scenario has them winning as long as they don't mislynch. Killing DFs is more important than killing the Forsaken.

And the villagers have triple the number of lives as the DFs, at the very least.

Almost. Two more will bite it tonight though. And we know they won't hit Wilson, so that Aiel-blooded won't come into use much. Not that it matters. It's just a killing race now.

Unless Awes uses his Spirit Weave on one of the killers.

He has a good chance of it, yes. But if Ash can make the kill, they're better off having Khamsi hit Awes with Spirit first so he can't block the kill.

Yeah, that's what I was thinking of. In that case, could they just make Dellan do both kills? My guess is that (unless the villagers get any further info) Trimat will be lynched next, then Dellan (since they are relatively sure that Khamsi's the Channeller), and finally Khamsi.

Agreed. And they can't. Gamma confirmed it: only one night action. Dellan would have to then choose between his Forsaken or DF kill.

Well, probably the DF kill, then, since he can't be Viewed. But I'd guess they'd just let Ash do the DF kill.

Unless he's dead serious about being unable to get on.

Then Khamsi would do it. At this point, they need to get the best possible chance of killing villagers quickly, so they'll want to get two kills.

Yeah. Wasting it on a Spirit block to counter a block is kinda ridic at this stage. They need to be in a position to capitalise on any village mislynch.

Do they still think there are 5 DFs, rather than 4? Because, in that case, I could see why they think they're dead. But otherwise, their logic is flawed.

I'm not sure. Aonar initially believed there was a total of 4 DFs. I don't know if there's any reason he'd have changed his mind.

That's strange, then. Maybe they think that their guesses are off? They seem like they have plenty of evidence to support the three DFs' roles.

I have really given up all hope of being able to figure exactly what's going on.

Well, Meta's game is starting up tomorrow, isn't it? Maybe we can make the living in that game seem a bit less... dead.

I have no idea :S Am not exactly sure of when.

There's a good chance the QF game finishes up before this game, given the circumstances. Technically, the QF game is 4 times as fast.

Not unless someone screws up majorly, allowing the Mutineers to get an unopposed lynch on Meta.

Yeah, that's a fun mechanic. Right now, there are 15 people signed up, so my guess is that there would be 4 Mutineers, which could be difficult for the crew because it'll be 11 vs. 4.

It *is* a QF after all. Oh right, shorter in the sense of days. I was initially thinking in terms of cycles--forgot ours is now 24 hours.

That'll definitely change things up, and hopefully get people talking a lot more. The advantage in this game (for the loyal crew) is that the Mutineers have very limited communication. Of course, so does everyone else, outside of the thread.

As long as no one spends the time trying to invent a code.

Then I'd have to spend several days trying to crack it (and probably fail). Hopefully nobody does that.

We could lynch whoever who does that, just on principle ;)

I hope the villagers get more interesting, rather than just sulking about, but I highly doubt it.

In other news, we're very nearly at 50,000 words. Hooray!

Hurrah!

It occurred to me after watching the World Cup quarterfinals just now that it would be hilarious if Roshar had something like that.

Gavilar: "Brother...you must find...the most important words...a man can say."

Dalinar: "GOOOOOOAAAAAAAAAAL!"

But wasn't Dalinar drunk at the time? Maybe he was actually watching the World Cup...

That explains *so much* o.O Alright, who's the bear?

A shapeshifting bear... well, I've seen that before.

...Brave? Brother Bear?

What? No, I was just making that up. But now it's a goat-creature-thing.

-Regarding Ash.... he is only on phone, and doc is craching... No PMs is a problem.

Oh and Binnt, if you're curious: Wilson locked on to you very early, and I thought you were legit. And we are really going to need to have a talk about my thinking Wilson was Padan Fain. A talk with very pointy weapons in the Cellar^{The CELLAR reigns!}

We haven't spoken of the Cellar^{The CELLAR reigns!} in a while, but it's still there.

It's always there. Waiting.

-Shiv actually fireballed you on a hunch or inspiration... look out for that one! It is funny that the villagers have come to the right conclusions from the wrong facts in some way. Ash is a viewer, and i never suspected you of being Padan.

What hunch or what inspiration? Well, it was annoying because I'd planned to convert Awes and immediately ask for an alliance with you guys, revealing who the Dreamwalker, Viewer, Wolf-brother and Thief-taker were. And then fireball happened. Very sad. -that would have been nice! -What hunch though? He thought I was Fain?-Im not sure... he just thought that he should fireball someone, and decided on you for some reason. I do not remember if he told us why. About Senna and Malai, dellan was not the leak, it was shiv who just got a hunch that that the wolfbrother were a wolfsister, and that Malai was probable as thieftaker.

So we heard from Gamma. Something like for some reason he couldn't figure out, Shiv had gotten the idea from the write-up that Batman was female.

You can't trust fireballs as far as you can throw them. (Wait, actually, that could be rather far.) Lol, (+2)

Actually, I think it would depend on how much the fireball would break the laws of physics.

?

If you've got some sort of fireball that doesn't require air, heat, or fuel (somehow), and shot it into space, it'd just keep flying indefinitely.

Yeah probably not a good idea :P We don't want *that* much trust in fireballs. Nasty evil things.

Ah, that explains it. We forgot they don't know if there's another Aiel-blood on the DF team.

Newan is making no sense right now. They have three almost-certain suspects, and he's not Fanging any of them. I think I mentioned this a long time ago, but why won't he conform? His Fang is not going to change anything, at this point. (Although, honestly, the Dragon Fang is practically useless at this point anyway.) He's convinced that Aonar is innocent, and yet he is unwilling to go along with his suspicions (which are getting more accurate).

Maybe he wants to draw out some of the silent people to make sure a DF isn't hiding among them, just to be certain. All the same, I have to admit it seems rather pointless at the moment. This was the kind of action we needed early on in the game.

I am *breaking the silence*... ooh, spooky! (This was just partly so we can get up to the 50k word goal, which we are extremely close to hitting at this point, but, well, not much is going on.)

I was going to reveal an idea I had for a QF Game, but I've decided to keep it a secret for now. Plus, in order for it to not destroy the game (or, well, more appropriately, destroy all the players in the game in about 3 turns), I need to modify it a bit. But if I ever run it, it should be really interesting. It works off of a currency system.

Anyway, I'm liking the way the QF games are going now; they work mostly off of deduction and reasoning rather than overpowered roles and the like. Makes regular players feel more important (of course, "regular" players are perhaps the most important players in any game, as long as they play well). My upcoming game, unfortunately, seems to gravitate towards having powerful roles that can do a lot more than the vanilla players. But I've tried to balance this by making regular players the only ones capable of being taken as Squires. Hopefully, this will increase the discussion in the thread,

as vanilla players try to prove their worthiness to be taken as Squires (which can help either side). I also limited each person to 1 PM per cycle, in order to make more discussion public. The way things seem right now, the most active players will probably be the ones taken as Squires, so whichever side is more active will be able to tip the balance of power in their favor. Well, at least, that's the plan.

Now, onto further business! I've come up with several interesting role ideas for games the past few days that could be interesting:

PMs - Since PMs are really powerful, and can end up changing the course of a game (like what may or may not have happened in this game, if I actually knew what the Inner Circle has been PMing each other), I think there should be some restrictions on them in future games. In some games (like the one that should be starting in a few hours), PMs are almost nonexistent. Which can be fun! But, obviously, this won't work in all games. PMs can make games more intense in games, depending on how they're played. So, onto those restrictions I mentioned earlier:

PMs can only be sent during Night Cycles. I think that's the way most mafia games work (I've never actually played any, but I've read about them a bit), and it can help to encourage discussion during the day cycle, which is usually when discussion is the most helpful. I think this is a good (and realistic) way of handling PMs in some future games. But, if you want to make things more interesting:

PMs can only be sent if you pay the price. Uh, by "the price" here, I mean in currency. Whatever the game's currency is. So, anyhow, if we go with the whole "Nighttime PM" thing I mentioned above, it opens up several more possibilities for... stuff... to occur. So, any player can send PMs to one other player, as long as they pay a certain amount of currency during the preceding day cycle. I'm thinking you can also send PMs to two players if you pay twice the currency, and so on. So basically, exchanging money for information, which may or may not be reliable (or even existent). That could be fun. (You know what else is fun? Getting 50,000 words! Which we've just achieved, right about... now!)

I've been thinking of this idea, using currency in games, and having PMs me some sort of buyable function. **Could make sense from a thematic perspective. You're paying couriers to have your message sent.**

PMs can be Role-Blocked. I think this one is pretty self-explanatory. If PMs can only be sent during the night, I'm not entirely sure how this will work. It really depends on the game. It could either be performed during the day cycle (which, actually, would be a nice secondary ability for Soothers in Mistborn elimination games), or performed during the night cycle, affecting the next night's PMs instead. There's nothing worse than someone ruining a perfectly good PM. Well, actually, dying is worse, I'd imagine. Or falling off a... you know what, there are a lot of things worse than getting your PM ruined. So, honestly, if this does happen to you, just be glad you didn't fall off a cliff.

What could really be interesting is if Team Evil can only privately talk to each other through PMs, and they get role-blocked. Then one player wouldn't be completely filled in on what's going on, and might end up ruining the others' plans. Either that, or find a way to take out that player from their doc for one cycle.

Alright, I think that's enough about PMs. *No, it's not.*

Yes, it is. For now, at least. I'd much rather talk about currency systems. So, for currency, I'd make most players start out with the same amount of money (or, add a slight amount of variation). Money can be received by being active, of course, and also by using that Black Market mechanic I thought of a while back. But this time, you can convert lynchings directly into money. So, maybe you can receive an additional two lynchings against you to get an extra unit of currency. That would definitely be interesting in games where votes are done via PM, since there would be a lot of risk involved there. I also thought of the possibility of trading between players (or maybe, a particular role). I haven't really delved too deep on that idea, but it's worth looking into.

Now, finally, I'm moving onto information. Primarily, obtaining information. Now, this topic is really difficult to handle, as you never want a role that can completely ruin a game by discovering the roles of all of the people of a faction or something. So, alternative ideas must be discussed! Admittedly, I don't have too many ideas for this, as it should be up to the players, rather than their roles, to figure out who the bad guys are (which is basically what happened in this game). So a good idea will be one that can give greater assurance as to which side a player is on, without making it completely clear. One way to do that is to add something like the Fain role in this game. Obviously, the drawback is that if he dies early on, the others don't have to worry about this. **Sigh**. Maybe there can be a role (as a part of any faction) that can convert only one person. If the roles of the dead are kept secret, there could be a Grave Digger role (like in the last game) that can figure out that person's role. Which can give some insight into the other players roles, possibly. The other idea I had was something that

could compare two players roles to see whether they are the same or different. I have no idea how this could turn out in a game, but it could be interesting.

So, I think that's it. For now, at least. I had no idea it'd end up this long, but at least it passed the time for half an hour.

Talk about redefining "rant"... Please continue.

Now that Meta's game has officially started, I suggest it would be prudent for those of us involved in it to refrain from further discussing it in this doc.

Yeah, I was going to suggest that.

Oh hey, welcome to our two new arrivals >> I guess Awes didn't make that save after all. No penalty shoot-outs for us.

Well, the villagers should still win anyways, as long as they lynch Dellan.

Well, this is a screaming sign: 'Channeller #2 is not your friend.' Yeah, although taking down the Mayor is pretty useful for them. Bye bye double vote.

Oh well. It's still 7 votes vs. 3, with the Fang in effect.

As long as they stay united. I admit that Newan isn't quite the renegade that Jain can be, but he sometimes goes in odd directions at inopportune times.

Well, hopefully not now. I wonder who the DFs will kill this cycle. I guess it doesn't really matter a whole lot at this point. Probably Aonar and Jerric. Without them, Newan's free to doubt Wilson. Try to get them to turn on each other late in the game. They know Wilson is Aiel-blooded, so they'd avoid her for sure.

Hmm... I guess the DFs have a bit of a chance left. But I think they're losing their Forsaken today.

Good catch--I'd forgotten about that. Then Aonar. If their best hope of surviving is breaking the village and Newan has occasionally wondered about Wilson but not Awes and Aonar, then taking down Aonar may detach Newan from the village front.

Night cycles are going to be extremely boring now. There's almost nothing that can happen. Sure, there'll be the Dragon Fang and a death, but not much else.

Yep. By the way, Rengar: one thing I thought about the mechanics you mentioned. What about a twist to the role-block: if flavour-wise, the PMs are being sent by courier, then what if there's a possibility the message can be intercepted? So people have to be cautious because not every PM will be private.

I like that. I'll have to figure out a game in which something like this can occur.

If it wasn't a quick-fix, I could probably fit something like that into my Scadrial game, since Alloy of Law has trains and couriers and stuff. Thematically, it would work but it'd throw too much complexity for a QF.

Yeah, I'll think of something.

Yep, I'm getting bored again. Oh well. I have to leave for a while anyway.

I have Returned! And nothing's changed. Oh well.

What did you expect, riots in the streets? Wow, and we have an axolotl in here! Haven't seen one of those in a while.

Well, looks like they're lynching Dellan. So if the DFs make a kill tonight (probably on Aonar), it's 5 vs. 2. Not looking so good for the DFs.

Poor Aonar.

Hey, it's Theormaker (Nath). No way am I going to read this entire doc it's way too long. Also being the Viewer I had no clue what the code was so I had to drop subtle hints that I had viewed Khasmi (not subtle enough apparently, but yeah).

Not reading all the stuff I missed, but I glanced through and I am insanely surprised that Shiv cracked that code. He's a lot smarter than we thought anyone was. We had ways to make the code harder, but Wilson wanted a straight letter-to-number type of a thing so that's what we got. I haven't decoded any of it really, though, because the mixed up words make it a lot more time-consuming to do so and I'm not playing anymore so it's not really worth it.

Haha, yeah, Shiv cracking that code was the most surprising part of the game. I highly doubt anyone will not not regard him with some sort of suspicion in future games. :P

Ha! In all fairness, Nath, the others might've dropped your name in the coded sections, which meant that you were a goner in either case.

Yeah, I'm back, just checking in. Not sure that there's anything left to say here. I'm pretty certain as to how the rest of this game's going to go. Not much room for speculation at this point. :/

I kept sniggering when Wilson declared herself Aiel-blooded. I blame Gamma's vuvuzela joke.

Heh. Aiel are *totally* the football hooligans of Randland. Just saying.

They've just made a football hooligan the Mayor. I suppose they figure she could bite Shiv. Or tackle him.

lol, ever see the movie [Green Street Hooligans](#)?

Nope. Clicking the link now.

It's a good movie, I like Charlie Hunnam and Elijah Wood in it, definitely. It's just a movie about football hooligans beating the crap out of each other, basically.

WILSON COULD TOTALLY DO THAT! :O THAT'S HOW THE FORSAKEN GOES DOWN! j/k

Haha. I have actually told Wilson to check that movie out, once all the Aiel-hooligan jokes started. O.o

You mean there are more Aiel-hooligan jokes? >>

Eh, not really. Just the one ongoing. :P

Thought so. When does the cycle end again?

like... an hour or something? Doesn't really matter, I probably could have ended the cycle this morning, the results are pretty definitive lol.

Yes of course, but I'll only officially declare endgame when the DFs have lost half their number. Don't want to be too premature about it ;)

lolol, it's pretty much decided at this point.

But it's so messy to say that mid-cycle :P

Well, I'm trying to think of some cool last minute ideas. End this game with a bang, somehow.

Witless keeps a spear on his wall >>

Ugh, random side rant: Yay, I get to hear about people non-stop talking about that stupid 'Harry Potter story/article' that J.K. Rowling released. >.< (I know too many people who just love harry potter more than anything rational)

What article? :S

Some Pottermore thing, an article written by 'Rita Skeeter' in the newspaper focusing on an older Harry Potter as he shows up at a Quidditch World Cup with his kids and stuff like that. It sounds just as horrible as the Epilogue to Book 7, IMO. (The way I explain it is: I used to love Harry Potter and everything about it.... but then I graduated 8th grade....) ;)

I gave up after Book Five. I'm sure it makes sense somewhere, but...honestly, I googled for the story, and then decided I'd rather get to see *Sixth of the Dusk*, even though it's supposed to not be one of his better shorts.

Yeah, anything by Sanderson >>>>>>>>>> Harry potter. I really don't think I can honestly say I even appreciate the books anymore. Yeah, maybe as from a kid perspective, as that's what they were meant for. But then JK Rowling just tried to 'evolve' the series with her readers and make it all 'adult'(ish) with the last couple books, and she just failed miserably. Especially when you then go and compare her with ANY other established* Fantasy author. The stories just suck, at that point.

...Gamma? :P You can probably get away with saying that as you're the GM when this doc pops up. But I'm going to be very circumspect :P

lol. I know there's a few people on this forum that at least partially agree with me. XD

Well, in all fairness, yeah. I have to say the shift to adult is probably where all the House wars start, which I never understand because I'm so chill about it.

My thing is, all of the people who grew up reading Harry Potter, as full, mature adults, they *still* treat that series with complete reverence and just cite it as the *greatest thing ever*. And from a Fantasy perspective, if you want to treat Harry Potter as the adult, or at least young-adult fantasy books they tried to become, then it really is just not anything impressive at all. The worldbuilding is horrible and non-existent. The characters are stale. I mean, I'm sorry. How can these people not even *pronounce* the word 'electricity', when you know, only *half* of the wizarding world actually lived with and grew up with the so-called 'inferior' muggles. >.<

What always struck me was that the conflicts weren't real.

As a kid, I loved it. But as soon as it tried to become more mature, it has to be compared with other things on that level, and it just falls *way* short, IMO.

Ok. Fair enough. I wonder how much of it is down to planning, TBH.

Yeah, I mean, I may let my bias for the people who love Harry Potter override my condemnation of the series a little bit, but it just irks me sometimes when people just praise it non-stop. It's just like, "Bro, do you even Wheel of Time?" (or insert dozens of other greater fantasies)

There is that, yes. Overstating...well, I can understand that. I've always been trained to make the strongest (most resilient, rather than the most extreme, although sometimes you do need the latter) form of an argument, despite how much you might want to commit to it.

Well, Night 6 Write-up is up!

STORMING RUIN GERMANY! o.O

So. Hi guys. Dell the Forsaken here. :P

No hard feelings, guys I killed, right? Nath, we decided you were the Viewer before Shiv cracked the code. After Aonar said "Viewer, tell us the results." you said you "researched" Shiv. The coded messages just confirmed it.

Shiv spent about 26 hours cracking that code.

Sorry Dell. The dead doc is mostly dead by now. Also, don't be too surprised: people who were evil players in their last game seem to have a tendency to bite it really early in their next game. (This was me in QF2.)

Hmm. Well. I haven't really been on enough to get into QF3 yet, so it's no big deal. :P

Yeah and we shouldn't be discussing it anyway; I just thought I'd mention--with no small amount of metagame sympathy--that being in that situation kind of sucks.

Bah, is that a different color above that Dell's using? I can't tell on my screen. :P

Yeah, Malai stole my red. D: So I'm using dark-red, or whatever this colour is.

Yeah he's using that eye-killer shade that Weiry did.

Yeah. now they're next to each other I can see the difference. I just first logged on and saw that as black and was like, "Wait, I didn't say that!" XD

Gamma did not say this. >>> And now Kas will be banninated from the dead doc >>

lol, I couldn't kick Good Guy Fain even if I wanted to!

Such a nice GM! ^^ See, even Maili is saying the same thing now. He would know, since he pointedly conspired and mobilised to get me killed. No, I'm not annoyed. Why do you ask? >>

Actually, in hindsight, killing you early may have been a bad call. With you (Fain) still around they would've been scared of the council. Ugh. Cursed Shiv and his psychic powers.

YOU THINK?!

I was really settling for an alliance with you guys. Then fireball happened.

We were planning on an alliance with you, too. We all decided that if we got corrupted we would make an alliance with you until such a time as it proved to be detrimental.

No, yeah. Killing Fain was probably the single action the hurt the DFs the most. And well.... Dellan, you probably didn't want the DFs to ally with Fain....as that meant they could have potentially used/kill you in the end. :P

Yeah; my main reluctance was in figuring out how to beat you guys in the eventual backstabbing roulette that would've happened. But it never became an issue because I was very reluctant to use a Corrupt on the one person who seemed most likely to be a DF to me (Ash.) I admit part of it was because Ash seemed like a rather erratic player after QF2. But the other part of it was him mentioning he would be away after...I think the 27th? I really didn't want to take an inactive player on!

Hmm.

Yeah, that definitely hurt the DFs a little bit.

Yeah. And I was reluctant to reveal myself without ensuring loyalty through a Corruption, because if I was wrong, I'd be screwed.

Yeah, sorry you weren't just a regular villager. :P

Gamma: That's ok, your randomiser just hated me. And another Fain probably wouldn't have been Good Guy Fain ;)

Nope. :P

Rust, I've got a storming headache.

Ha! Good one, Ash.

Well, I may be planning something big for this write-up (If, you know, the bands of Trollocs actually arriving wasn't a good omen of shit about to be going down.) ;)

Oooh?

Yeah, just to speed the game up to it's inevitable conclusion at this point. :/

TARMON GAI'DON! TARMON GAI'DON!

Eh, well I may not be doing what I had planned exactly, afterall. But I'm still going to try and do some cool/fun stuff!

That sounds interesting, nonetheless. The waiting Trollocs are certainly ominous. Also, wow, I really like Rishi's RP post. That was good.

Yeah, that might have been the closest I've come to 'DEM FEELS!' in these games, yet! O.o

Same! o.O And in sharp counterpoint to that, I LOLed at her comment, "Dellan took his time going. I think I spent most of my Dragon's Fangs scrawling it on his gut, but it never took. This result is so satisfying." Clearly, Dellan's gut is very resilient. He must drink an awful lot of beer.

Getting loaded on that grog from the Age of Legends, no doubt!

Hey there Dellan. Glad the Forsaken could join us here. I'm also glad that if Shiv cracked the code, at least it took 26 storming hours! :P

Well, now we know what he spent the Age of Legends doing. Probably indulged in some football hooliganism himself.

Curse you Kas! You're the Anonymous Panda! An who's using my text?

Pity you had to die so soon in QF 3, Kas. Least you were a vanilla player like you've always wanted. :P

Yes, there is that. Sorry--that was me; I copied and pasted what Rishi said straight from the forum so the OOC blue stuck. Give me a moment and I'll fix it. There, done. I'm the Anonymous Panda? Woe! The Mashadar Panda has entered the dead doc!

Huh. The toy panda became the Mashadar Panda? Thats... I don't know what to say. You finally became a vanillar player, Kas. Congrats.

Yes, it did. You unfortunately gave the panda to someone who promptly infected it with Mashadar. The last time I checked, it was haunting Wilson/Witless, but it seems the panda has now snuck into Tel'aran'rhiod which kind of makes sense as it's apparently a dreamwalking Mashadar panda. Danger all around >>

And yes, I am very pleased about finally being a vanilla, non-evil player, less pleased about getting killed before I could enjoy it (although I knew it was in the cards.)

Hey, it was day 4 when you died. Improvement! (I mean, you kicked the bucket on day 2 twice)

There is that. And at least I'm not the Weiry for this game (that'd be Rengar), nor for Meta's game (that'd be Aonar.) And you've outlasted your...Cycle Three curse, was that it?

My "I hate Wednesday" curse? Yeah. Real lucky. I reckon they need to add an "Early Leaver" Award for those who die first. Or a "WHOOOO!" Award for those who live through it all.

The Weiry is bad enough :P And if Wilson does some damage-soaking here, then the others might just get to keep their "WHOOOO!" Award. Though my bets are on Aonar biting it at the end of this cycle.

Hm... potential Awards... I reckon I've been disqualified from the "I Hate Wednesday" Award. I've finally broken free from it. Maybe I can live through this game.

"Damage Soaker" Award? Take multiple hits and live, for example?

That's like my Agro Magnet award, except with the plus side being walking away from it. I'd joke that this is a highly possible award for Meta's game, but we should probably not cross the streams, as you're still alive in that game. I'll forward your point to the dead people in the other doc though.

Thanks. You seem to have a grudge against Ratel? Ralv? It was just one Fireball, albeit conveniently placed.

Why would I have a grudge against Alv? We worked fine together, although it was just once. It's Wyrms I have a grudge against.

Hm. He's pretty aggressive or trigger happy when it comes to SE. I've been constantly voted by him. I don't think he's ever not voted before. What did Wyrms do to you?

If you're referring to us trying to 'vote' Alv from the dead doc, it was really because we were annoyed that the PMs were killing the thread and we were bored. So there's that. And the fireball was from Shiv, anyhow, who yes, I will be slightly grudgey against >> And Wyrms? **17th. Sharder. Spy.**

Teehee. It was he who spilled the beans you out (in QF2), you know. We Merchants learnt that you were only a Voidbringer.

Didn't stop you from trying to *stab me some more*, did it?! And oh, "Khas just threatened to kill me! Ardent, protect me!" I'm a storming Voidbringer! What's the worst I could do, *stare* at you?

While, I was GB, and bored, and it was going to be funny. Well, our hidden message conflicts were a TAD threatening, and I didn't want to take chances. You could manage to achieve a general consensus vote against me. Why would I do that? No strategic benefit. As for staring, I have a problem about being looked at for too long. I can see aaaalll your little secrets, little Merchant...I was a GB. How would I know that? I'd hardly instigate a vote against someone I've had a hidden message conflict with without knowing their role--too many other big targets out there. For obvious reasons, everyone was taking potshots against Awes and wondering why he hadn't died yet. "Are you dead yet?" *Vote. Next Cycle* "Why isn't he dead?! Are you dead yet?!" Funnily enough, I didn't jump on that Bandwagon. I did knife you on the first day, too. That was funny, for some reason. In fact, everyone went for you. Who worked out I was GB? No one. We didn't know until you die. King had some idea, I'm told, because he was mentioning trying to get you to go for Grey, but how he knew, I'm not sure. King? Who's that? And yes, someone did recommend going for Grey in the Merchant doc 'cause they thought she/he was GB

Sorry--King was the Darkeyes Codename that Wyrms got in our doc, and it's stuck.

How did he get chosen to become King in Game 5, anyway? He only managed to successfully kill one person (albeit wounding 2)

I'm not sure I follow you. The secondary win condition (becoming King) was for the player with the most/most valuable items. When I died, Awes was my heir. Awes named Jim his heir. And King was Jim's heir. So the last day had quite the items conveyor belt.

Ahh... now I remember. (Facepalm). Chance inheritance, it seems.

Not entirely. I'd bet Jim named King his heir as a gesture of trust or something, to seal the deal that they were working together. The chance bit is where no one voted and just left Awes to die, so he could get in a last kill on Jim. Which I am still so amused over.

Pity how Bob didn't join us for QF3. That would have been funny. A dirt salesman on a pirate ship.

"I've got a jar of dirt!"

Much business. Very rich. Such usefulness.

Hmm... Adolin's been offline for a fortnight already.

Where do you reckon Game 7 will be set in?

I really have no idea. It all depends on who will be next on the GM list.

Err... Who's next? I think Joe has the next ready to run game.

No idea. List order doesn't reflect game order. I'm told they discuss it among themselves, or Game 5 wouldn't have been Maili's if we were going by the list.

Hmm... Wonder if they'll do a special for Game 10? Maybe they'll do Newcago some day. Or Rithmatist.

I know Saritu has a Rithmatist one planned, but for QF. There's a Newcago game or two in the works but the last I checked, they're not on the list.

I have been working on 2 Newcago games, one QF, one main but won't be running any for a while. Will be away for last part of July and most of August. [Gamma, 'zat you?] Nope. It be Alv. Apologies. The colours looked a bit too similar. I had been confused because I didn't recall Gamma having a Newcago game in the offing.

That's a pity, but ah well, RL ;)

O.o I was surprised when there was actual new talk in here. XD

Yes, this doc is deader than a doornail, isn't it? :P

bah dum tch

We're at 54k. They can't all be good ones :P

Anyone know when this cycle ends? I thought it was meant to end a couple of hours ago.

Me too. Guess it'll end whenever Gamma gets on, in that case.

I'm fairly certain that Aonar will be killed. Poor Aonar, never allowed to live.

One day, one day...it does look like he's going to bite it this time around.

...Have you got another animal army again? Not that I'm aware of. Was just wondering, because they're all the same colour. Could be my laptop animal. I have this page open most of the time there. Explains it... Looks like its the same on the other graveyard. Back up animal incase I lose one :)

Just checked. Its me. Ha, that explains it. You never know what animal I might be :) Ever since your army of animals, I've given up trying to figure which >> The plans working then. I shall take over the world with an army of strange coloured animals. I do miss the mink though. The mink was hilarious. What were we again--mink, ibex, and grizzly bear? You haven't collected a nyancat yet. Give it time. Soon the whole zoo will be mine. Take the Mashadar panda too please. Don't want that storming thing. Hell no. I may be insane but I'm not that crazy. Well, can you fix me up with some balefire, O Dreamwalker? So I can balefire it, as I should've done days and days ago. You need a channeller for that. I'm just going to haunt peoples dreams with dark poems. And Awes hasn't shown up. Oh well. Yeah, but it's a dreamwalking panda, apparently, if the thread's right. Can't you do something about that menace? The panda and I have come to a agreement. He stays out of the dreams I haunt and I don't kill him. So you *could* kill him, if not for the agreement. Kill no but leave him a drooling mess yes Good enough.

Aonar survived the night :) Might just live through a game.

Apologies for the late write-up. Hope ya'll enjoyed it

Hmm... I wonder what could happen next. Could it be possible that... Khamsi will be lynched? :O

See, that's what I keep telling people. I had ten broams on Aonar biting it. (Sigh.) I'm just *really bad* at betting. Objectively speaking from a 'metagame' perspective, the fact I'd bet on Aonar dying should be sufficient to have Aonar surviving. And that happened :P

Well, they'd better lynch Khamsi. I don't want another Ghostblood upset in the works. It wasn't gamechanging, but they shouldn't be letting Khamsi and Ash get in two free votes at the end.

Also, Gamma, lovely write-up :) And Gambles went into the Cellar^{The CELLAR reigns!}

And a further five broams that Aonar will die the next night cycle.

Ah yes, of course Gambles had to show the Cellar^{The CELLAR reigns} some love. :P (That is where alcohol is usually kept) ;)

Surely not in the Cellar^{The CELLAR reigns!} The dreaded Cellar^{The CELLAR reigns!} The eldritch, wrathful, sinister Cellar^{The CELLAR reigns!}

Gamma, I'm still laughing at your Game 3 goalkeeping >>

Bahaha. Gamut = Tim Howard?? O.o

He saves 16 players, then we'll talk :P

Meh, still had over a 50% save-rate. Good enough for me. :P

By the way, why are you using Alv's colour? :S Alright, fair enough, we'll consider him Tim Howard >>

O.o thought it was black, lol. Blasted colour-shading on this computer!

You need some more Breath :P For a while, I was thinking: "Was that Alv? It *can't* be. I've *never* heard him say "Bahaha" before." o.O

Gammer gave all of her's away to the PKs. :((haha, I guess not many people do 'baha' on this forum) O.o

Ah yes, the infamous Gammer/Gamma Syndrome :P (Yeah, and it sounded pretty out of character for Alv, too.)

Very fair.

An awesome write-up? Nice! :P

lol, yeah, I have some hopefully cool ideas for this next write-up, and I got some family stuffs again during the day, so hopefully at night I'll be able to get home with enough time to get something up.

Yeah. I guess the waiting doesn't matter at this point; the outcome is mostly a forgone conclusion. What's more important is that the game was fun, so thanks for GMing it ;) I had to laugh at Aonar's comment. More fun to troll? Huh. Wonder where he got *that* idea from.

Heh, yeah. I'd have fun and start trolling, personally, lol. Like when in game 3 when Gamut got to openly be a lurcher, it was pretty awesome. :P

Depends, I guess. If there was a practical way to bluff it out, sure. Otherwise, trolling ftw :P May as well go down with awesome ;)

lol, yeah. But you have a good day man, I'ma get headed out now. You too; have fun! I'm just waiting for the World Cup ;) Thank you. Enjoy!

Hmm... I guess I never mentioned the trolling that Aonar did to the Darkeyed doc in QF 2. But, funny enough, he ended up giving me a clue to how the Nightwatcher boons had to be worded.

So I've heard.

Speaking of, I want to see that doc with the boons.

It's been a while since I've been here, anyway Dell I tried to drop my research hint for the viewing and I don't think anyone on the Good Team figured it out. So, oh well at least someone figured it out.

Well the new write-up is up. (after a lengthy delay) Hope y'all enjoy!

Welcome to the dead, Shiv! (Even though you're still alive!) :P

Just finished reading through everything - or, more accurately, skimming through to see mention of my ~~brilliance~~ name.

...Aspren, is that you? At last? Sorry. The colours confused me.

Nope. xD I played this same game in the Darkfriend Doc when I first got there. Made them guess who I was. Too tired for that right now, though, so lemme just say sorry (not sorry) for the Fireball, Kaim. It was semi-random, semi-a hastily conceived plot that ended up working fairly well.

Oh, you're sorry. Great, that makes everything *fine* now :P

But seriously: was it the lev plot, or was it that I'd given away I was Fain?

I had some suspicions, based on very little evidence I can't remember right now. Mostly, it was the lev plot. The tornado-caused power outage the first night shot the plans I'd had to complete ruin (Malai was supposed to be random kill, just to get things moving, on night 1). I'd heard some talk in PMs and in-thread that people suspected the Darkfriends of being new players, so I thought I'd play that up and hopefully get some underestimating going for Team Evil. Take out all the players who voted for Bela, who had gotten the first Dragon Fang, and make it seem like an inexperienced team was going for revenge. And if that didn't work, they'd see it as an obvious attempt to make them think it was an inexperienced team, and hopefully get them wondering what the actual game was. I thought it was very *Daes Dae'mar*.

The primary goal of almost everything was to sow confusion and make them doubt and second-guess and see plans and motives that weren't there.

...Such cunning. I am speechless. I did consider converting someone the first night to make them think Fain was an inexperienced player (not that I'm not, since I'm between the two categories at the moment), but since I only had three, I felt it wasn't worth it. I was really up for an alliance though, if only because Malai had suggested a plan that seemed pretty lethal (and I needed some roles dead.) I'd have even been willing to run it in terms of 'you help me kill a few targets, I help you corrupt some people.' But oh well >>

The use of the early fireball was part of the "these must be inexperienced players" plan. Because it's much smarter for the channeler to save their one killing move for mid-to-late game.

Yeah, that's what confused me too.

It was a gamble. Most of the moves we made were gambles.

Yeah. I managed to spin what he had said to Wilson and Awes fairly well, throwing to them things I claimed he'd said to me to cast suspicion on either other people, or on just him. He's still alive, though, so it worked only as a delay. I had hoped they'd lynch him, to give them a sacrifice to bolster their confidence in the hopes that they'd be shattered with the next few mistakes. Or something like that. I can't remember exactly, right now xD

...y'know, while I was rooting village simply because of the people in the Longest PM, I have to say I'm sorry you didn't win >> That was a whole lot of brilliance.

Hehehe, thanks. I used to play these kinds of game son the NaNo forums. Against other writers, many of whom were very skilled at manipulating facts and writing convincing arguments. Those games were more RP-focused, but they got pretty damned shifty and twisty.

Huh. I never saw those on the NaNo forums! But then again, I usually stuck to my regional forum, so maybe that's why.

It was in the games/procrastination section, and usually during the months NaNo was not going on. I haven't been there in a while, but there was usually a game running at any point throughout the year.

Oh, also, regarding my cracking the code. Someone several pages up asked if I had nothing better to do with my time (which made me lol pretty hard). [I did, it was a joke ;) As you can tell, I joke around a lot.] I'm currently unemployed, graduated from college, recently was writing a spy novel in which codes were involved so I had the research on cracking them handy, but most of all, the day they debuted the code, my mom was suddenly admitted to the hospital for emergency surgery to have her gall bladder removed. Cracking the code gave me something else to keep my mind on.

!!! Is your mom ok now? I hope she gets better soon! :/

She is, the surgery went just fine. She's back to work now, although she hasn't been able to get back to gardening yet, and eating is still creating some difficulties. But she's good.

Good to hear that she's getting better. But yeah, that I understand. Hospital waits are no fun.

Yeah. Glad I never had to go to the place. I hate hospitals. Cracking the code and working on my elimination game idea were good focuses.

Yeah. Probably deserves an award though. Crouching Tiger or something, given how long you stayed off the radar. Some of that was pure manipulation work directly on Wilson. Hours on PM in the chat room. Had them all convinced for the longest time that I was Aiel-blooded as well. Dellan as Wisdom was my idea too. xD

Speaking of awards, I saw mention of those, but I have no idea what any of them are. xD

Wilson's turn to figure how it feels :P (They got me that way last game...ignoring the chatroom bit.) Was Ash's chatroom breakdown your idea too? [Chat breakdown? I don't recall this... Wilson had mentioned Ash popping into chat and going on about how frustrating it was that everyone suspected him, or something like that. Ah. That was very much NOT in the plan.] And the awards were just a joke in the dead doc that kind of unofficially happened last game. It was my joking that my death should've been given the Most Ironic Death award because I'd almost directly caused my own death (it was sort of a case of friendly fire). And after that, we started labelling things. 'Most Ironic Death', 'Most Reckless Move', 'Gamechanger', etc. So the Crouching Tiger was meant to be given to the player who evaded suspicion the longest, etc :P And of course, in this game, you've made me the only Eliminator (in the stats) to have been taken down by another Eliminator which is also hilarious ;)

Andy're in the process right now, I believe.

Mmmm, I see. I wonder how my Game may skew those numbers...

Probably not too much.

The Weiry?

First player to die >> Because Weiry's streak of bad luck (he died first in Game 2, I believe) continued last game--he was once again the first to die.

XD Ah, I see. There are stats?

Eventually. At least not for the players who have a record (yours is just Game 2?)--and in your case, yours should be spread out into a separate Eliminator stats.

No, I mean the Game I am in the process of planning. It's kind of a more advanced game... with a game-within-the-game kind of thing.

Aonar's gonna love that. Game-ception! :O Got it, sorry >> My bad.

No worries. I don't know when it will happen, or if I even have the patience to run it myself - I might, once it's finished, hand it to Meta or someone or maybe do a co-mod kind of thing.

Still, it should be pretty interesting, from the sound of it o.O

Players are playing players gathering in a virtual reality, Matrix-like version of 17S to play an elimination game. But a super-advanced, sentient spambot has infiltrated their ranks, and is corrupting other, normal players into spambots. So the regular elimination game is running, but there's a level above it with the game of the players trying to determine who is a spambot, and who is a player, without ruining the regular elimination game. So it's entirely possible that a player is a spambot, but also has a vital role in the game-within. Do you take them out, or just attempt to neutralize them will still keeping them an active player?

...that is...wow. Ok, that is mindbreaking, but *brilliant*.

Thanks :D I'm still working out a lot of the kinks. But I've come up with a lot of cool roles, and some ideas that will hopefully keep the game from having too many inactives. I got the idea from the recent influx of spambots, and presented it to Josh (Rubix) as a joke, and he said he thought it was brilliant, so I started developing it seriously. Meta and Gamma seem excited by it, too.

Oh god sorry something seems to be messing up in the doc right now. May or may not be my fault. Oh well. It would be merry hell to GM, but it would be one very fun game. Brb, I'm going to go out and back in to see if this fixes up the weird gradients appearing.

That's another reason I'm thinking of having a co-GM. Someone to run the game-within, and someone to run the game-external.

Ok, good, it's stopped.

Woo-hoo!

Yeah, that would make sense. Handling the levels would really be no joking matter. So it's like a regular elimination game with Game 2-structure superimposed as the top layer, if I'm reading what you're saying correctly.

Yep, although not quite as easy to corrupt other players to the Spam side. The spambots get only one corruption a night, and there are random Night Events that may prevent them from being able to get their target. Of course, there are random Night Events that may also make it easier for them. BUT no matter how many there are, they can only corrupt one at a time. And if they attempt to corrupt The Admin...well, I haven't figured that out yet xD

...that sounds ominous. Actually no wait, I'm not sure which is more ominous. A corrupted Spam!Admin, or what happens to the poor sod who makes the attempt >>

Well, the Admin cannot be corrupted. At least, so far. I MIGHT change that, I dunno. I wanted to give the good side one role that was safe, but I'm also trying to work in good reasons to keep the role hidden, so that we don't have the Peng situation from Game 2 happen again.

That's what you say! :O *paranoid* Peng declaring himself Mistborn and having everyone rally around him?

Yeah. Even before I found out about UberTin (I will NOT go into my issues with that here) I thought that was a really bad idea. Mostly because one of my pet peeves in these games is how there always seems to be one player who becomes, like, the hub of team good, bordering on leader. It encourages groupthink, and that's just not fun for me.

In what sense? And sigh, that's what I was supposed to prevent >> I'm still glad I didn't corrupt anyone though. I felt as though it'd have been really unfair to give someone a solo win condition and then left them to it.

Responding to the second part first, that's where the Troll side comes in...

As to the first part, it's not fun for me in the sense that the most fun I have with these games is when everyone is working on their own ideas, forming alliances as they develop trust between each other, and working together. I (personally) dislike it when someone becomes 'The Hero' essentially. If that makes sense. It's as bad when a couple of players form their little groups. It's one of the things I think that leads to inactive players.

How are you distinguishing between the first case and the last case? With regard to 'The Hero'...yeah. I'm taking it you're referring to cases such as Gamma's formation of The Trust in Game Three.

Mmhmm. It's a sensible idea, but it can have the effect of, for people who are not in it, making them feel less valuable, which can lead to basically dropping out of the game, or only coming in to vote. The difference between the first case and the last case, the best example I have would be Game 2 again. A lot of the players just followed Peng's lead on everything, which led to my death (so I admit some issues with it are slightly personal). That's not to say that they didn't examine things and weight the possibilities, because hell, I'm not in their heads, but many of them threw a kill vote at me before I could even muster a "No I'm not!" With the second, it makes more sense, and it has more people involved, but it's 1) very easy to slide in and become trusted if you know how to spin your words right, and 2) It can come across as rather exclusionary. I'm rather sleepy, so I hope all of that made sense.

Fair enough; with the second case, I was just wondering about the exclusionary angle. I know it's been brought up a few times, particularly in my first game, to which the response was to start building PM groups with the new players (who were the ones who had mostly ended up being excluded from the PMs.) I don't know how that worked though because I stayed out of it. I admit I'm not fond of the second case, or at least I started out being not fond of it. In the recent games, I admit I've had a view shift towards a fondness for some way of organising the village. As you've made a good point in that regard, I think I shall have to adjust my view again. With regard to the first case...I get what you're saying, I'm just trying to see how it should work/look like in practice.

It can be a good thing, but it's a tricky line to walk. I'm not against forming groups of trusted people... maybe it's more being open that there is a group of trusted people...

Question. What about what happened once the PMs went down (ignoring the hijinks with the code), when Ne--no. Sorry, no, it doesn't count. Just realised. Nevermind.

...I can;t recall what you might be referring to. xD

No, just really trying to see what the picture you're aiming for would look like :) I just have this need to have things concrete. I was wondering if Newan calling Aonar out on the Council would count, except that Aonar was forthcoming with the evidence, but the result...not so sure what to consider that.

Mmm, I honestly don't know what I'm aiming for, exactly. Basically, I want to see as many active players as possible in each game, and am just looking at the things that I think lead to some people being inactive. Lack of a role is one, lack of inclusion is another. The games I was in on the NaNo forums had almost no inactive players, because for nearly everyone the RP was another excuse to write and create a cool character to play with.

My personal pet peeve is the lack of a role angle. I've always wanted to get regular villager because it sometimes seems like thinking not having a role means there's nothing much to do is kind of...missing the point. (I admit it's why I set up my

game the way I did, although it's...ah...problematic still. Still working out the kinks.) I'd agree about lack of inclusion though. I've heard that come up at least twice now. The only time it didn't, I think, was Rubix's game, and that was because everyone was on a doc anyway.

nods I've been toying with the idea of... I dunno what to call them, but it's basically like regular villager, but with a role? Like, a role that doesn't directly effect the game the way, like, a Viewer or a Thief-taker or being a Darkfriend does, but make the role just a bit more interesting? Like, in Game 2, I was a regular villager, but I made it fun for myself by speaking only in Eastern Slang. Cosmetic roles.

!!! Would it be the role stuff? Like the Casanova, 'Praise the Ja!' etc?

Yeah, although I want them to have a small effect on the game itself. Like, one I was thinking of, although I'm not sure how exactly to implement it, is 'Alt-account'. So if you get banned as a suspected spambot, you get to come back into the game through your alt account. If you go through the whole game without ever being banned, it has no impact, but it's something there. I probably won't use that one, but I've been trying to think of a mix of things like that and Casanova/Eastern Slang Speaker/'Praise the Ja'. Played one on NaNo forums when this issue came up, and the solution was to create roles like that. Cosmetic roles that had a minimal impact, and might never even be used, but gave flavor to the characters. That worked there because everyone enjoyed the roleplay aspect as much as the game aspect, so i don't know how well it would work here...

That's true. We also haven't seen that much RPing, I'm guessing. Rubix's game had a lot of it but it mostly dies down after the first couple of nights.

Yeah, I've noticed that.

I hope you don't mind if I try that sometime though. I've been worrying about how to handle the 'regular villager' role for a while now :/ My initial solution was to give them a more active job, but I'm not sure some will see it that way.

Oh, by all means, use it. That was one of my favorite parts of Game 2, and I was hoping it would become a thing. I think another part is just to be a bit... harsher, I guess? When it comes to inactivity. Let players know, upfront, if you are going to go inactive, you could get booted from the game. Like, two days without a post of any kind, and you're out, unless you give the GM notice beforehand. It's really annoying when someone gets a valuable role, but then never shows up, like the village Wisdom in this one.

That must've been a stroke of luck for you guys--having him vanish like that. It's true; I'd just like to add carrots for activity, not just sticks. I grant both are likely needed though.

I'm thinking both. Carrots to encourage, sticks to warn. You don't have to RP, but at least play your role. Save a life, detain someone, send the wolves out, whatever. Wanna see the planning doc so far for my game?

Yes please, if it's cool with you?

It is. It doesn't give any spoilers or anything, and I like receiving input while in-progress.

[There was once a link here. Not anymore :P]

These things happen :O Apologies anyway; as you can tell, I'm one of the players who has to have rules spelled out exactly >> It's a concretisation issue.

Not a problem. I intend to have the rules as clear as possible when the game debuts

Always a good thing, for sure.

I'm gonna crash, I think. Feel free to leave more comments or questions if they occur to you.

Will do.

Hmm... who could that *possibly* be?

I'm not sure. Just a reminder: let's not go in the direction of QF3. Don't want to contaminate the wrong doc with separate knowledge. Anyway, **five broams that Aonar dies**. (Whoops. Almost made a mistake there.)

Well, Ash isn't going to go for Witless. I'd say he's going to kill either Aonar or Newan.

Looks like it. I wonder if he'll go for the trolling option on the last day.

If he does show up. Who knows about that.

That too. Just so you know, the other dead doc is boring. You made this one more interesting with the talk to your multiple personalities thing. Holy ruin I just noticed--you're an Anonymous Ifrit. Now *that's* new o.O

Cool. Someone before in here was an Anonymous nyan cat. That was terrifying.

Yeah, I see that a couple of times, but that's it. Apparently, Gamma was once an anonymous pumpkin o.O

Oh yeah, I saw an anonymous pumpkin on here.

It's pretty tame now though: jackalope (Alv), wolf (lolShiv), and Ifrit.

And you're a walrus.

HA! PERFECT! 'I AM THE BRIDGEMAN EGGMAN, I AM THE WALRUS, KOO KOO JOOB! KOO KOO JOOB!'

Alright, I'm going to actually read what totally-not-Shiv wrote up there. I skimmed through it.

Cool.

In keeping with our tradition of discussing game mechanics here though, I have to say I think I like the idea of the coin mechanic. Might tweak and incorporate it into my Scadrial game.

Also, WORLD CUP FINALS! GO GERMANY!

Oh yeah, so I realized that I very, very, very indirectly helped the villagers, because I got lynched by a horse, which made the DFs want to incriminate the horse, which ended up with them killing you, which ended up with them not having to worry about trusted players switching roles (pulling a Rengar) mid-game. Yes. That... was my plan all along. Obviously.

Not unless you were collaborating with Maili and myself. The only reason I voted for the horse was because Maili wanted me to vote for the horse.

I never actually collaborated with Mail. I sent him one PM, saying I didn't know who was suspicious yet, and then I died.

The DFs seem to have really gotten messed by the power outage. Or they could've taken out the Thief-Taker on Day One.

Which would really have been pretty much open season for me to convert with impunity.

Oh yeah, that would've changed everything.

Yeah. Plus the Fanging plan was a bit *too* brilliant.

Probably. I hope the remaining people actually decide to do something, or this game's going to be boring for the next cycle.

Dead players' privilege: all the ongoing games are boring :P Mutineers, I am disappoint. Players, both villagers and Trimat, I am disappoint. Entertain us. We are bored. Besides, Gamma gave them a really exciting/interesting opportunity, what with the battle happening. I really hope they use that one.

That's what I was hoping for, but it doesn't seem like it so far. Once this game is over, I'm going to return to the thread and slap the rest of the living non-spiritually.

Wait, what? :S

Well, we can return to this game's thread once the game is over, right? I guess it's more of a metaphysical slap, since they've decided to be so dull and boring.

I'll keep that in mind. No, I misread you, sorry. I thought you were referring to the 'Tarmon Gai'don nearing so dead walk' thing, and I was like: wait, what? Didn't Gamma just give us one chance and it's over already?

Well, since there should be four players left at the end of the game, I think the Cellar^{The CELLAR reigns!} can easily beat them all.

Bam. Plot twist. They're all dead.

Plot twist: the Cellar^{The CELLAR reigns!} beats the Trollocs. Not the village.

I really want there to be a game where just one person ends up surviving. Everyone else is dead. I think the closest to that ever happening was Game 2, where there were two Spiked and two villagers left.

Ah, yeah. Hmm. That's be interesting. Maybe have a bunch of villagers, go light on roles (maybe handle it the way the items are handled) and heavy on different individual win conditions. So the Betrayer archetype is just in there to be the sole survivor. Or something. Then again, I also kind of want to see an Evil win. It seems like the village win streak--at least in the regular games--has yet to be broken.

Yeah, that's what I was going to mention. Of course, this game might've been different if Shiv had attacked Mai the first turn.

Yeah, of course. Too many possibilities. If I had converted someone the first night, you might've gotten a sole survivor, although how they'd win for the Corrupted, I don't know. Two people theoretically can't lynch each other...

Also, **really, GM Almighty? Oh Dark One? Having Shiv's appointed task being to kill me?** What's the point in having me around if you kind of want me dead? :P

You know, I keep having good ideas for Quick games, but I can't figure out a good full game yet.

Shouldn't it come naturally? By which I mean: you don't want to give players too much to do in a cycle, so the moment you have a certain number of roles and actions, it's running into full game territory.

Yeah, but most of my ideas don't have day-night cycles in their design. I suppose I could change that. But I like making games where most of the players are evenly matched in roles and abilities. But I've come up with a lot of role ideas already, so I'm trying to think of other gameplay mechanics.

Well, if you need to bounce ideas off someone, I'm in this doc (and the other one) and bored. Except in a bit. That's when Germany plays Argentina.

I had an idea actually for a currency system, which is like the small role variations that not-Shiv mentioned above. I think that most players should have slightly different ways of getting money each cycle, like a job or something. I haven't really thought of any ideas yet, but maybe for a Librarian to get paid, they have to make a list of something.

That'd be pretty interesting. Do these switch around each cycle?

I don't think so. Each player will probably just keep the same occupation the whole game, unless something happens.

As always, depends on the execution, but it does sound pretty good.

I hope the QF 2 docs get released eventually. The docs were really where all of the action in that game was.

Back because it's half-time and the first half was so stressful :P

Woah, you're a bat.

Excellent.

I AM VENGEANCE.

I AM THE NIGHT.

I am the ~~villager~~-Thief-Taker the village deserves but not the one they need right now :P

The villagers? Eh, they're fine. For now. Until the Cellar^{The CELLAR reigns!} shows up. Then nothing can stop them from being dead.

Fixed. Just let me be Batman darnit >>

I still hope the QF 2 docs are released. Weren't they supposed to be a month ago?

Oh yes. Speaking of QF2: "Make Aonar the Cosmere's greatest Taracin Superstar"? Really? :P *That* was your something special? :P

Yeah. Where'd you find that?

THE BATMAN HAS HIS WAYS.

(I have the links, and Rubix has made them public (in the sense of not locking them any longer), but I don't know if we have official permission to disseminate those things. But the docs are now all public and view-only, so if you have them in your Google Drive history, just go back and open them. They'll work.)

Aw, it's not there. I've been in too many other docs since then. Oh well.

Want me to PM you the links? Aonar PMed them to me. I'm just not sure if I can paste the links in the doc here.

Alright.

Give me a few moments. Lost the page and have to resend from scratch. Sent; enjoy!

Ha! That's funny.

?

The uh... nevermind.

Just reply in the message itself. I know this doc isn't a good place to clutter, but if you're cool, I'd like your feedback on an element of a game I'm working on :)

Wow. Y'all been chatty!

And Germany and Argentina be boring :P Or rather: way too stressful!

Well, I was hoping people would take up my awesome offer for RP! The villagers need it if they're to somehow survive this battle!

No amnesty for the dead, even if we wouldn't pull a Pahn Kahl rabbit, just interact with Trollocs? We would willingly RP and make this epic :P

Hahaha, if nobody starts to participate, I might as well. :P Although I have tried to appease the Dead by giving them references in the last two write-ups. (The Cellar^{The CELLAR reigns!}, and then this last one having the 'ghostly echoes' like haunting spectres or whatever lame descriptive words I tried to use) :P

!!! I got distracted at the part where you asked Shiv to kill me, TBH :P

??? Oh, when Khamsi said her only mission was to kill Kaim? :P That was his death request, and that he was promised rewards for his service..... so I decided to twist that and turn her into a *damane*. :P Hey, *damanes* do get rewarded quite well.

I found that kind of hilarious; I was just distracted by **THE DARK ONE** having apparently decided to have his minions off me, when he seemed *preeeetty* supportive of Good Guy Fain at first :P

Well, you know, the Trollocs and shadowspawn fear the *Mashadar* and all that. Guess old grudges, or something. O.ookay, so random side topic..... apparently NBC is doing a TV Musiccal for Peter Pan.... and they've cast Christopher Walken as Captain Hook..... O.o

"Wow! This alligator..... he bit my hand off.....now I'm going to have to stab him in the face, with a soldering iron!"

LOL! I don't even know what to say >>

.....It will be *really* hard to see past the 'Walken-ness' of him and see Peter Pan.... but it should be quite interesting. :P

Interesting being the key word here :P

Hahaha, yeah, I just saw that and was rather surprised, lol. *shrugs*

So would I. Christopher Walken...eh... :P

Hahaha, eh, I love Christopher Walken, so it will be great no matter what. (In that hilarious, totally odd, [Christopher Walken sort of way](#))

Yes, it's just that it's one of those things you don't/wouldn't *quite* expect :P

haha, exactly.

Oh dear god I'm never gonna hear Poker Face ever the same again >>

Bahaha, yeah. Walkens version > the original. Cartman's is a second close, though. :P

I'm gonna have to Youtube search that. I'm still working on game balance for my Scadrial game, but I've put in a tweak that King is greatly enjoying.

HOLY RUIN, GOAL!

At last. At bloody last.

Hahaha. I would *much* rather hear about the World Cup that one stupid, egotistical sports player (I live outside of Cleveland.....) >.<

I'm not following, sorry? :S

The friggin' LeBron James, basketball nonsense. It's so darn annoying. :(

[What's that about?](#) Ah, you're very lucky to be unaware. It's basically just stupid American speculation nonsense on who's joining what team, and LeBron James and Cleveland have some history, so it's just completely absurd in evry way, lol. I hate most sports, and hearing *everybody* talk non-stop about a guy rejoining the team, (after they all BURNT his jersey 4 years ago) is just rather silly, hilarious, and a little sad. :P

Oh Harmony, just two more minutes. Two more minutes. Deutschland!

That does seem rather excessive o.O

Yeah, just living outside of Cleveland, Ohio, *everybody* around here is talking about it. but, yeah, yay, World Cup! :P

Ohruin, free kick...come on...

WOOHOO GERMANY FOR WORLD CUP CHAMPIONS! WOOHOO!

Whoever who has to read this, I am somewhat sorry. Not really. But somewhat.

I'll accept your apology. =)

lolololol. gg. Hmm. I should have somehow tried referencing the World Cup in my write-ups.... but I don't think Randland was Soccer yet, either. O.o

DYING EARLY DOESN'T BOTHER ME ANY LONGER :D :D :D

I'd expected to die sooner than this, honestly. Why?

Nothing to particular. I'd been making little stabs at provoking the bad guys for several cycles, then started dumping huge analysis posts when that failed to attract much attention.

You were trying to draw them off the Viewer?

Not really. I'd gathered the impression that most people had figured out who that was long before I had any idea. I just figured that as a regular villager, one of my more effective moves might be standing out enough to get hit before the special roles did. Which didn't come close to working in this game. =P

Fair enough :/ I kept trying to do that at some points. Yes, I know, I seem to have an inability to figure out which side I was supposed to be on >>

I found your PM to me amusing after your role was revealed.

? I was genuinely worried, to tell the truth. That PM wasn't an audition or anything. I felt my best chance was with a strong village, and I was really worried--given the position Awes was putting himself in--that he wasn't legit.

I was amused by the fact that one of the bad guys was genuinely worried about the other bad guys. I'm relatively new to the elimination games, and the concept struck me as a little ironic. That and your elimination saved me from trying to decide how to continue. =)

Yes, well, Gamma's randomiser put a relatively new evil player as Padan Fain. Sigh. If I were more confident about being able to handle a backstab roulette, that conversation wouldn't have happened. I'd just have hit Awes with a corruption.

'Decide how to continue'?

In your reply, you stated that your had concluded that you still felt like you couldn't trust him. After I read your reply, I concluded that all the signs leaned towards Weas being a villager Channeller. I wasn't certain how to try and express that conclusion. And then, you turned out to be Fain, and weren't on his side at all, so not trusting him while I did was ironically appropriate.

Ah yes, that I knew >> I was, ironically or otherwise, his 'trusted source', who would pick up on something weird if Fain converted him. And I get what you mean. That is ironic then, our trust differentials >>

That is even funnier.

It got weirder at points. The Pact was one of those (not sure if you picked up on it.) And then when I said the open letter to Padan Fain was hilarious and I wanted to write one too--Awes suggested I not do that, no point in having a penpal club to Padan Fain.

I didn't catch the Pact bit. What was that?

Right before Night One ended, Wilson, myself and Awes made a pact, that if one of us got corrupted, we would get the other two corrupted as well if there was still vacancies. Otherwise, we'd just lay off and play completely on opposite sides. So, package deal or nothing >>

I joked about that same concept with Wilson, independently. Ha!

Personally, I thought you were taking a good approach to being Fain, whether that was coincidence or not. I'd said this to Wilson when our discussion turned to Fain:

I think you're looking for Fain the wrong way. What is Fain's goal? To gather a group of Corrupted and outnumber the non-Corrupted players. The Corrupted can conspire together, but right now Fain is alone. The Corrupted have no kill actions, only Fain's taint to add to their number and their ability to vote as a group.

The best strategy I can see is for Fain to play a regular villager and do nothing out of the ordinary. Drawing any attention is counter productive. In fact, if Fain can weather the first waves of random killings, he can try identifying key players of trusted subgroups and convert them after they have been "cleared". Since he scans as a villager, he is best off biding his time for the first two day-night cycles or longer.

The villagers best hope in that respect is that he either plays his hand too quickly or too noisily, or that the random targeting of the darkfriends and the first lynchings happens to strike him out.

Ironically, that was kind of my fault/Maili's. I wouldn't have voted for lev and been taken out in the flood of lev voters if I hadn't made that deal with Maili. And I did panic when you'd written about Fain's strategy in the Council. I considered if I ought to pull a Shiv and start making everyone think Fain was playing like a new player. I considered corrupting you, I have to admit, but things changed when Awes acquired all the roles and Alv messaged me as his backup. Not to mention Maili's Fangling plans would've eventually revealed me :/ I panicked/broke down so much in the doc that I think Gamma was pretty confused after a while.

I never understood how his Fang-proving system worked. =)

My understanding was he intended to rig the groups. The same way I theoretically was going to test Trimat. Have one group and a smaller one do a different Fang. Test for discrepancies in the Fangling number. As I claimed regular villager, I was worried I'd show up in Fangling discrepancies :/

So he was playing a rigged scales test, I suppose. Testing for the odd weight out.

So here I am on Friday, getting ready for work, and I find that someone has hit me over the head with a smith's hammer. Do I get a improvised weapons death award?

Sure, why not. If we can find a snazzy name for it. Something to do with blunt force, probably.

Haha, sorry about the hammer. Was a request for the kill method. O.o

That's an even better reason for the award. =)

Very true. :P

I'm still trying to think of a great name for it. What about the 'Molotov Cocktail'? 'Hammer Time'? 'Sticks and Stones'?

I like the definition as being along the line of "Slain by an improvised write-up weapon", so Molotov is the best fit of those options.

See if I can think of something better--or if you/any kind soul here can? 'Just McGyver it'?

I've never been much for making names. Not on the fly, at least.

Me neither. But we do have time.

The hammer was a half-baked attempt to maybe suggest the blacksmith was suspicious. I had no hopes anyone would buy it. :P I would have made Ash make the kill, but he wasn't around. I was hoping to get to endgame having only made a single kill, to back up my story of having been sent to kill Fain exclusively.

We can pretend I'm the only one you killed, if you like. It's not like Maili's around to say anything different. Hey Shiv, got a cool name for his award?

Well Wyrms stats will show Shiv made the kill.... but who listens to numbers anyway? :P

Wyrms stats will make me look like a dummkopf Eliminator who got taken out in a TK anyway, so :P

Who's award?

The Code-Breaking Award, :P

Shiv definitely gets Codebreaker or Master of Puppets, or quite frankly, both. He should've been Padan Fain. But anyway, we're trying to find a cool name for Jerric's 'hit by an improvised weapon' award.

Shiv did a marvelous job of confusing Wilson, at the least.

I was hoping for Forsaken, actually. Forsaken Domani Gleewoman. I had a whole possible story planned out of being the unknown 14th Forsaken. As it was, I ended up getting to be a Domani Gleewoman Dreadlord Inkeeper Mayor Waffle-Chef
Succeeding at killing the village would probably have been your promotion to Forsaken >>

Well, after the plans were shifted dramatically after the first night, I figured we weren't going to win. The numbers didn't support it. So the goal was to last as long as possible, sow as much confusion as possible, and see where that took us. Part of that meant directly manipulating Wilson, because she was the only one with some idea of how I think. I had a feeling fairly early that she was Aiel-blooded, and didn't want to waste two kills on her, which meant making her one of the few survivors in the end. Which was not a solution I was happy with, but to take her out would have screwed the numbers even more...

Yeah, figured. She didn't tell you she was Aiel-blooded? Sorry Jerric, I'll keep trying. See if we can find something that sounds a bit better than the Molotov.

She might have. I can;t remember at the moment. I have to say, quite glad their Pact didn't end up happening. Not because it would have made things difficult, but because I enjoy seeing plans like that shrivel and die. That goes for any Pact, though. Everyone should have equal chance at corruption :P

That's what you say! :P I have to find people who will give me a decent chance at pulling off a win! (I could've gone for the quiet players and that would work, but if I thought for an endgame, I needed someone who could offset my weaknesses at manipulating votes.) As Gamma said, I could've probably gone for one of you guys and see if I could instigate a turn on the Forsaken, but I admit I was carrying some trauma from the Sharder game and reluctant to resort to that.

Issue with the Pact, honestly, is from what I read above, it was so early in the game it makes me wonder if it was discussed before the game began. And I take issue, for whatever reason, when players start forming alliances before roles are handed out. Feels against some spirit of the game, or something.

It was Night One. It wasn't discussed before the game began.

Well, that's good, then. Still, glad it was blown away before it could even come to fruition.

Either way, I had to think in terms of strategy. That the strategy mostly overlapped with the Pact was convenient, but not something I was willing to cling to. I think I was ready to go for Aonar when things shifted, and I realised I *really* needed a DF, so that shifted things even more. Getting rid of Wilson was one of my big problems.

Oh, I don't fault you at all. It was your role, you had to think in those terms. It's more the "Lets play on the villagers side, probably get a lot of role reveals, but aim for getting turned to Fain's side" that drives slivers under my nails.

Ok, yeah, fair enough. That I didn't have to worry about; my consistent worry was what sort of strategy to aim for, what were the weaknesses I needed covered, and who was then the person who could give me the best shot at it.

And yeah, I have no issue with Fain making plans and strategizing for Fain. xD It's the "lets strategize for Fain before we even get converted to Fain's side."

Clearly you did. It was a big issue. A fireball-sized issue :P

You can blame the tornado, and your own decision to vote for the horse :P

That's the hilarious thing: I didn't decide to vote for the horse. I'd tied my vote to Maili's as part of a long, pointlessly complicated plan that meant he wouldn't realise I had no Fang at the end of the night >> And he'd asked me to go vote for the damned horse. So it's as though the village, myself, and you cooperated to kill me.

Bloody *Daes Dae'mar*.

:P Storming straight. Also, bloody football. Picking a team is no joke.

lolol. Those darn Aiel-hooligans.

I still feel the Aiel-blooded and the Thief-Taker are technically the biggest threats in end-game >> Once someone walks away from a lynch, they can't be Corrupted.

Very true. And the thief-taker was a good check for the villagers against the inaccuracy of the viewers.

Yeah :/ I just kept running into the problem of, "Well, if I convert him, what's he going to say everytime he checks someone's actions"?

By the way, the [General Rules](#) have now been officially revamped with the updated terms and game-types. :D

Awesome! :D I've been waiting for this so I can sign up to run the Scadrial game as an MR. I'm just not sure if I get to do it [the sign-ups] right now since I still have one or two more tweaks to make.

Well it looks like Wyrmlero might be running the next MR-LG game, with my QF starting somewhere near the middle, so you should have time.

Yeah, he mentioned--it's a toss-up between his and Hero-Tulir's Elantris, I heard?

Hmmm...

?

Oh, I just signed up for mine as the next MR. I don't know what will happen though.

Doesn't matter to me. I'm definitely not ready for anything immediate :/ Mine is still plagued by balance woes.

I've got so much to work out still on mine xD

I noticed :P

What!? Two Jackalopes!?

Amazing. Unless that's Alv's army again.

Can't say I doubt it.

A lot to work out... I need to go deeper :P

I see what you did there :P

...actually, I probably shouldn't. At one point I was even considering a third level...

That's impossible. Games within games within games is too unstable.

What would be highly amusing is if I made the players THINK there was a third level.

I'm already trying to deal with *this* dead doc while also dealing with the other game, while also trying to work out my own game. So that's a lot of stuff going on. I'd imagine that's what it was like to be one of the Shaders in Rubix's game.

...I hate dealing with two dead docs. Sometimes, I forget which dead doc I'm in and who is dead in which game but alive in the other. Has led to one or two almost-awkward moments, which were thankfully headed off.

That's why I play one game at a time. :P... despite designing two games in one...

It's an attempt to have your cake and eat it. I fully understand :P

lol, yeah, multiple docs get confusing very quickly! Oh, and apologies to any harsh treatment Khamisi Sooki will be receiving while being leashed, Shiv. :P

Our GM has decided to lead the charge/call to battle.

That is totally not an ominous statement!

Oh, I'm just talking about the little 'shocks' she's been receiving for any obvious and understandable initial refusal to cooperate with being leashed. :P Typical *damane* behaviour. XD

But yes, this is all mostly just an excuse for me to be able to RP with vicariously using some magic. XD (And I needed some way for the villagers to somehow survive a trolloc invasion with only like.... 6 people?)

The twist: Everyone dies in the end!

Alas, if this was a Game of Thrones game, that would be the appropriate ending. :P (Although I have tried drawing some influence of GRRM, naturally) :D

I thought the Cellar^{The CELLAR reigns!} would do that.

Nah, there's no Horn in *this* game. ;)

Storm it, it would be so cool to be the heroes of the Horn, now you've mentioned it :P

There are so many people in the elimination threads right now. I mean, even Kurkistan's there. Although, I guess it was a rather abrupt change.

Yes! I'm a Full Feruchemis now! :D

Congrats; did you spike Aonar for this? :P

By the way: can I pick the collective brain on whether doc communication is too generous for Team Evil? It's still a problem I'm trying to solve.

I don't think so... Team Evil is generally outnumbered 5-1 in long form games, so having a place where they can plot and plan without being subject to dying characters that destroy PMs is a nice bit of balance.

Yeah, Doc communication has been a nice flavor of our forums games, and I think it's not too big of an advantage, it just helps get that 'team camaraderie' going, which is very useful in these games. Go Team Dead!

I'm looking forward to the Team "Evil" and Team Asshole docs in my game xD

...team dead... *gets an idea...*

Team Wight Walkers? :P (As long as we don't go into Team Vampire-Sentient Mosquito... *whistles innocently*)

No, just an idea that may make people less quick to just lynch someone... the dead could still win for themselves, kind of thing. No idea how, yet. Just an idea that could potentially shake up how a game is played.

That would be rather interesting.

I was trying to make something like that work with the Shades. However, that's still very much a WIP filed because I can't seem to make Team Dead balanced :/

I'm a bit worried it's too generous because the good team isn't getting PMs (and quite frankly, PMs would be bad for them anyway.) So there wouldn't be the 'Dreamwalker dies, bye bye PMs' issue involved. It's just that the alternative (1 PM to the killer) seems a bit harsh :/

Well, I guess that technically solves it.

Which, sorry?

Uh, the issue of restricting PMs, I guess. I'll have to think about ways to balance that.

Er, which issue? Sorry, I don't seem to be on the ball. Tension from the match draining :P

I was thinking of altering the "Dreamwalker/Tineye/whatever dies = PMs are gone" to when they die, group PMs are gone, but individual PMs could still be possible. I'm not sure if that's balanced, though... or even a big enough "threat".

Sorry, threat for...?

My current problem is that given the one player who knows who all the evil players are (but not their roles), I've had to work in private communication restrictions to balance that knowledge.

Threat to the players. Many games seems to end up with PM groups, where most of the planning is done, and if they can;t do the group planning... I dunno.

Ah, I understand. As long as there isn't a Code incident though :/

Well, if group PMs are gone, they can only do one-on-one PMs. Which still allows for planning, but...

I guess. Just not so useful in this case, I reckon :/ It's something I'd look into for another game for sure. (I do like the idea that it's breaking up the established Trust Tactics the village has so far been deploying.)

So it looks like I'll be doing the next MR game. The problem is that it looks like it's during Wyrms game, so I doubt I'll be able to play and GM at the same time, and his game will steal all of my players.

That's going to be really annoying :/ I really feel for whoever who doubles up with Hero-Tulir's game too.

Eventually, it's supposed to be set up like this, according to Meta:



So that should help with any of those issues.

That's good. Incidentally, I have a mechanic that Wyrms is threatening to...have his merry way with if it makes it into the final form of my game >>

Oh no.

I was using Gamma's gambling mechanic (well, the currency system) to try and encourage more activity. Instead of PMs, they (read: anyone) can bid for a slot in the town broadsheet (yeah I'll probably do the write-ups in broadsheet form) to send an anonymous message. So of course, Wyrms threatens to fill the whole blasted thing up with spam and tabloids and all of that >>

That's... wow, okay.

I am highly amused that the one role we were honest about - Trimat being a Viewer - is the one they believe the least.

Hahahah, yeah, I saw that and was very amused. :P

So much for that >>

Very lively thread.

XD heh, I can only do so much. :P

I know :P Silence will? has? fallen.

lol, it will be funny in the write-up, I can say something like, "the villagers were so stunned that they lapsed into silence, the moment stretching out impossibly long, feeling like almost an entire day had passed within the mere seconds it took for somebody to finally speak."

:P (or something like that, I dunno. *shrugs*)

Write-ups should still be tons of fun, though. Hopefully I'll get a little bit more to work with, but I have some fun stuff planned for if not. :D

Should work :P 'the villagers were so stunned' lol. That's *preeeetty* much what happened, yeah :P

Heh, a little bit of artistic liberty, but meh. ;)

At this rate, you'd need Gammut's mad lurching skillz to explain how six villagers didn't die with an army of Trollocs around >> Also, is it just me but has no one voted for Trimat yet?

lol, they do need all the help they can get, huh? It's technically the Night Turn right now.

Bleargh. Ignore that then. And yes, it does look that way, eh? Now the question is who Ash wants to take down with him. I'll laugh if he sends in an order for Gambles.

Haha, he'll need to be able to get on and send a PM, first. >.<

That could be problematic, potentially. I was planning on not joining the next game, to take a break, but when I learned it was King's, well... (Besides, I thought about it: since *when* have I survived beyond the second/third day? All my stats point to the fact I'll be free and easy before long :P)

Heh, yeah. Some people just look like they need a knife/fireball in the back, I suppose. O.o

>> Burn down the forest.

In my game? I have a plan for the night. Do you want the Rest of the game 'Spoiler'? Or you you wanna RAFO?

I wouldn't mind (I like spoilers) but I don't know about the others.

Below and then I'll delete it

.. Well that was an interesting post Gade made in QF"2". :P

I'm never going to keep the QFs straight at this rate.

lol. Poor Wyrms and his stats. But I have a new game mechanic I'm working up, let me know what you think.

Rooms

This game will introduce the 'Location' mechanic. During the Day Cycle, players will be randomly assigned Rooms that they will sleep in for the night. There will be as many rooms as there are players available each night to choose from, labeled by number. **All Night actions are sent by Room Number.** I.e., players will say "I will Night Kill one Room 2, or I will Investigate on Room 10, etc.

I'm not sure if that adds in too much randomness to the game, though. Allowing them to choose would be better, but if multiple people pick the same room it'd have to be decided randomly on who gets it, still. But that could be a nice way to complicate things for both teams, when things don't work out as planned sometimes. Hmm.

I don't entirely mind starting randomness. But yeah, allowing players to choose rooms might be interesting. Because it occurs to me that it allows for more mindscrew, if you will. It gives your Evil players the option of lying about what room they're sleeping in. The good ones too. More chaos.

And, if the Evil guys are talking to the good guys and or think somebody is going for a certain room, they could double up on that room to try and get it instead. But that move would require a decent level of infiltration. O.o But choosing might work just fine. I might try it in my Shadows for Silence QF. (Need *something* to spice it up, y'know?) :P

That'd be great, I think :P It'd be *pretty* interesting :P (Now everyone's going for fancy. Even I'm feeling the pressure to make things good. And I hope you don't mind that I've based stuff off your gambling mechanic.)

I mean, I always like to endorse simpler games sometimes, but trying out new things could be fun. Because this could be a good way to limit PMs by having players be able to send one PM at night anonymously to a player in a Room, maybe. O.o You could even go the other way around; if Room choice is private (i.e. players can say what they chose but no guarantee they're telling the truth), then PMs could go to Rooms rather than players. (Since flavour-wise...) That'd be a bit of a roulette: you could send a PM but you'd have to be careful of what you say.

Hmmm... hidden talk-holes between rooms next to each other, perhaps? O.o Hmmm. It'd still need to be limited to one PM per person though, probably. Just so I don't have to go through the hassle of setting up tons of anonymous chats. :P

Why not? Talk-holes be cool :P

Yeah; was just thinking that the other route might be an interesting way to limit PMs by forcing caution about them. Never know who might be listening.

I'm thinking of maybe also limiting the Team Evil Doc access to only at Night, in the true flavor of the game, but with the Room numbers and uncertainty of their targets, that might limit them enough and even more restricted communication could really hurt them. So probably won't do that. But one PM limit sent anonymously to room numbers could work just

fine, I think. I could easily just give the players any messages they receive during the night in their Game PM. Although, with anonymous and uncertain identity of who you're talking too, I definitely don't see people using PMs that much anyway. True. There's that as well.

Which does kind of defeat the purpose of having PMs in the first place. :/ Hm, I'll think about it, though. Y'all have a good day. Feel free to leave any thoughts about the idea here, I'll check back later.

Jerric: so the contenders are:

- 1. The Molotov
- 2. McGyvered!
- 3. Just Use Duct Tape

An Aurochs now?! I swear I've seen pretty much every possible animal, save the mysterious pumpkin.

The bottom of this doc is very confusing. Everything's out of order.

Pardon?

I mean that everything's mixed up. Oh well.

Congratulations, Rengar, if it's you. You've now become a Nyancat.

I guess it is.

...*attempts to understand Wyrms game*

Aw, man. Wyrms took my idea with his other game he posted. I was going to have a very similar mechanic, with the attack and defense.

Also, I find the classification of "Long Game" to be depressing, for some reason. Probably because of the "long" part.

Why's that?

It's accurate though. It sure feels long when you die early :P j/k

Well, the write-up is actually up on time for once! Although I did originally plan on getting it up early.... this one turned out to be a doozy!

Nice write-up, and the bit about the wolves was awesome! Poor Aonar :P

Thank you! I definitely enjoyed that write-up, and yeah, I do feel bad for Aonar. 'Tis is horrible way to go. Those Darkfriends truly know no bounds! My favorite part was writing everyone battling together, that was really fun to do. All of the characters are perfect for the RP aspect of rising up to being BAMFs.

Definitely. Glad some people gave you some things to work with! :D

Mhmm. I think it was an excellent beginning to the battle proper, and during the Final Write-up, I'll be doing each character their own PoV of fighting for a couple paragraphs, bossing things up.

Nice :P That's a real reward for surviving to the end!

Sort of skimmed through things here. Either Trimat was incredibly unlucky or.... I'm really not sure what. I wouldn't have guessed he was an actual Viewer. :P

I'm sorry Aonar. Looks like my luck doesn't like being abused in such fashion.

My surviving would've broken my streak. :P I've died too many times to survive now.

Still, I'm sorry. That's quite a way to die. And I'd really been hoping Ash would try indicating Gambles for his night kill too.

Yeah, that wasn't the greatest way to go. It would've been funny to see what Gamma did with that.

Gamut shows up to save Gambles with his 1339 lurching skillz? :P

Ha, probably.

Gamut's lurching skills are so 1337 (Hoid can't compete? :P) that it's +2?

Shiv mentioned something about doing something with cosmetic roles. Hmm, I wonder...

Like the Jaist or the Casanova from Game two?

Yeah. He mentioned wanting to tie it a bit better into encouraging player activity. "Minimal impact", I think he said. So make it a bit more fun for people who choose those (small benefit?) but nothing game-breaking.

It could be interesting. It would probably make people a little more active, and it'd be a lot easier to keep track of than a full-on currency system.

Also true. Problem is how to balance it...

Yeah, it'd have to be something small, but still useful/interesting enough that it's worth choosing as a role.

Yeah. I can think of how it'd work D&D wise, but here...

Aw, I wanted to be 1339. :P (leeg?) Sounds legit, lol.

^ Good Guy Fain, aims to please.

I did actually plan on doing something with Gambles/Gamut eventually, maybe. O.o

What'd that be?

Dunno, yet, exactly. Was just tossing around a few ideas. The craziest was that they're actually the same person! But that'd have to make Game 3 happen before Game 1. O.o But that'd be little too insane, lol. And I want to keep Gamut hanging around in reserve, regardless.

Yes, of course. Be interesting if early!Magam and Gamut met, heh. Given the consistent Batman theme.

Heh, well I still have *plenty* of plans for Magam. He went back to kick it on Threnody for a while. He's actually going to be the 'host' of my QF Game based there. :D (Write-ups will be done in the style of Magam telling crazy, boastful stories, told inn-style, as he's all drunk and whatnot)

...all beginning with 'S'?!

Any sentence that he speaks.... yes. >.< I know full well what I'm getting myself back into.

...Gotta say, I salute you... o.O

Well, let's see how it actually works out, first! :P I figure I should have had more than enough practice for it, though. XD

'Should' being the key operative term here... :P

Yeah, it will be quite interesting. :D

...Very :P I'm still making one or two cosmetic role tweaks, just to see how well it would fly. King's game would probably be my last though, so so much for that.

Yeah, I'm very interested in seeing how King's game works out.

Agreed. I'm not sure if I've already asked, so I'll ask proper: mind if I tweak and use your gambling system? (Sorry; things been a bit hectic lately, so with a lot slipping my mind, I figure best to be safe than sorry.)

Oh, feel free! I put the ideas out there for people to use and mess around with as they see fit. (Heh, the more people use it and get it tweaked before I implement anything like that, the better, actually) :P

Fair enough, thanks :) I'm definitely using the currency bit--just thinking about whether I'd like to keep the gambling as-is or drop it.

Fair enough. I definitely do like the currency idea, having different stuff people can do with their money.

Agreed. It's just that when I had way too many options (five, I think), I decided: no, streamlined game means lots of pruning work. I liked the gambling though :/

Yeah. In my next WoT game, where I developed the gambling for, I had people could buy items, Bribe people for their votes, and then I was thinking of also having them pay a fee to enter a 'duel' for the day if they so wish.

Ah yes. I'm using the bribe idea; I thought it was great, and by refusing to have confirmation of bribe transactions, I felt there was more opportunity to deceive in there >>

Yeah, I would like to see the Bribe mechanic in action, that could be very fun.

It could, I think! It was one of those I really liked. The duel fee is waived for Blademasters and those with swords, right?

Yeah. I was actually going to maybe cut the regular sword item if people could regularly just enter the Duel for a fee, but then that might make the Blademaster too obvious sometimes, too. So I still gots *tons* of tweaks for that game. :(

That's cool--I understand your pain, particularly with disguising roles :/

Yeah, cause I'm always worried about how with roles can interact, with one just basically being revealed with how things end up working out. So for that game, I was going to try and have multiple things be able to cause certain effects, just so people aren't entirely sure. But that's like.... 3 games away for me still, anyway. XD I still need to work up and run my QF shortly, after the MR or next LG or whatever. and then I should probably finish my Flaring Metals Game next, as well.

Oh, agreed for sure. I like keeping some uncertainty around. Makes for a harder game for us players :/ Especially in the case of my Scadrial game, I reckon it's pretty important to keep the uncertainty there since the Agent knows who all the Evil players are, just not their roles.

Yeah, I am really interested in seeing how that would work out, exactly.

Same, given it's the mechanics from a different game. But I just realised some variants of Mafia (they seem to be offline ones though) actually have this role--it's just called the Witness, so who knows?

Hey... um...Kas is it? Guy in blue. I'm bad with names. Anyway, what cosmetic roles have you thought up so far? (Shiv is currently logged in from two computers :P)

Whoops. Missed this. One sec? I'm updating the cosmetic roles on my Scadrial doc and then I'll C&P.

Mmkay, coo

Gambler: You are a gambler, and a risk-taker. Your fingers itch when you see a set of dice, and there's never been a bet you could walk away from. In every post, you should make a reference to gambling or risk-taking.

- Ability: Get to re-roll your lowest dice roll.
- Personal mission: win at least thrice while gambling.

Scadrian Waffle Cook: For some reason or other, you have chosen to bring your epic waffle-making skills from the opulent manor-houses of Elendel to the Northern Roughts. That the Roughts are the place of bandits, criminals, and scoundrels doesn't faze you. You apprenticed under the great Scolieni himself! You will bring the joy of waffles to the Roughts if it is the last thing you do!

- Ability: Every cycle, you can target one player who will receive a waffle. This is a free action.
- Personal mission: give every surviving player a waffle each. And they will *like* it.

Reporter: Reimbursed one coin from amount paid to have an anonymous message published in the Daily Respite.

Ironeyes hunter: -1 to bounty total

Scoundrel/Merchant: -1 on bribe total / +1 to bribe costs.

Smuggler: +1 to bounty total, begins game with +2 coin.

Frontiersman: once in the game, chance to avoid injury

Rumourmonger: +1 to courier payments.

Tarachin Superstar/Worldhopper: You're the most interesting (wo)man in the Cosmere and you want everyone in this little backwater town to know it.

Er. Mostly these. I'm trying to fit them in with the currency system, and so they give tiny bonuses and sometimes a counterbalancing detriment. One or two of them will just be for the awesome though. Still padding/fleshing them out.

xD Does the waffle do anything?

Other than being really awesome, no >>

What if eating the waffle gave them, like, +1 to awesomeness for the cycle, which does something...

Also, fun fact, Scadrian Waffle Cook was my sole contribution to the rep ranks.

I like that. The question is what the +1 awesomeness does. Hmm. Oh! Wow, that's cool :P Didn't know that (but had no way of knowing.)

Just about anything on this site involving waffles is in some way related to me (except the Wafflesworn; that was something I was surprised to see come about without my influence) -Wafflesworn was Ash, wasn't it?

Regarding +1 awesomeness, I don't know everything about your game and what stats(?) characters might have that can be improved with a +1.

They don't have stats, that's the problem. Oh well. Maybe I'll just do something like the most recent person to have a waffle has +1 awesomeness which does a -1 to bounty total. And no giving someone who already has a waffle another one until everyone has at least one.

There should be an article about the Daily Waffle Winner in the broadsheet.

Ha! "The Waffle Cook strikes again! This time, he's hit ____!"

"The Waffle Cook strikes again! This time, _____ is the recipient of his/her dastardly delicious delicacy! The victim, bewildered and slathered in syrup, had this to say: _____ So true, _____, so very true. Will there be no end to this villain's reign of flaky goodness?!" -#winning Who knows, maybe (s)he's Wafflesworn!

This conversation is making me very hungry. :P Me too, but I'm lucky it's dinnertime.

I'm gonna make some pop tarts... What is a pop tart? A pseudo-pastry bought in packages and heated in a toaster. Oh!

Ok. Thanks for the explanation.

Fair enough. Any more questions about the Dead posts? (and I bet Khamsi has some very choice words for Gambles) XD Her choice words may take the form of an insulting song...

Heh, quite understandable. >.< Although remember, the *a'dam* can give either pain or pleasure. ;) But Gambles does appreciate good entertainment, so definitely have fun with it! :P

"Give me your trust, said the bumbling drunk

I have a woman leashed who's in quite a funk
Trust her to spit and to curse and to hiss
But not one lightnin' bolt will miss

But trust is the taste of GAMBLES SUCKS
Trust is the taste of GET ME OFF THIS LEASH
Trust is the taste of GAMBLES DYING PAINFULLY
Trust is the taste of BY SNAKES AND FERRETS. ON FIRE.
YOU HEAR ME YOU DRUNKEN CLOD?
YOUR EYES WILL ADORN MY NECK, AND LITTLE GIRLS WILL
PLAY SKIPPING GAMES WITH YOUR ENTRAILS"

Gambles: "...that was pretty good until ya stopped rhymin'..."

Yeah, not quite as entertaining towards the end. :P

I'm sleepy, deal with it. :P

Heh, well, ~~Kham~~ Sooki *has* been under extreme duress, lately. XD

You know, thinking about it, Sooki, you should be nicer to a guy who gave you an *angreal*. :P

Darkfriend :P

Final Battle Spoilers be below

Be that pirate speak? Either that or a stutter. :P

I'll white out after, it's just a bitch to type with white >.<

The trollocs will begin to overrun the village, with a wave making it over the palisades, when all of a sudden a swarm of wolves will come pouring from the forests, engaging the out of town shadowspawn, and Gambles will have Sooki set fire to the [rain](#) palisades, keeping the rest out of the town while the villagers try and do work. If Trimat makes a kill, he'll shiv somebody who goes to grab and detain him. (maybe, I might actually try and keep it anonymous, instead). If he doesn't make a kill, then him being detained in Leas' RP works out very well. And then during the Day Cycle, when Trimat is inevitably lynched and the game officially ends, the trollocs will re-rally and strike in full force, but then an army of Whitecloaks will come to the rescue. You see, good old Gade sent off a letter of warning before his death, and his comrades have come to avenge him and root out the Darkfriends! Unfortunately, after they cut their way through the shadowspawn, they'll find a small group of villagers in the middle of a clearly Power-wrought battlefield, with no immediate darkfriends to be presented. They'll of course have to be detained for questioning, as is Inquisitors tradition. :D (Is that too mean?) :P I mean, Meta killed the first group of Spiked who won, so all is fair. ;)

...ouch. Ouch. Ouch. Well...IDK. That...kind of sucks for them, but oh well.

Well, I'll be nice enough to leave it vague, so as it's unclear whether they'll be accused of being DFs or not... that's for the reader to decide. ;)

....Unless Galad is leading them, it just doesn't look good for them >>

Well it is an undefined time period for the series, so anything is possible. Oh wait, nevermind. I guess I made it canon for after book 1 with the presence of *Osan'Gar*. Oh well. And some small time-gap in the whereabouts of Bela, of course. O.o
[Wait, Osan'gar? What did I miss? o.O And technically, Padan Kaim sort of shifted the canon there. What with Shaisam being around to get shanked by Mat.](#)

Well, the role was Padan Fain, but your character was actually separated from that, and carried your own taint. The role would be more properly titled *Mordeth* in future games. But I realized that a few cycles in, so too late to change it.

[Yeah, Mordeth would've made more sense ./ Oh well!](#)

Yeah, good enough. :P But yeah, barring any awesome RP or requests from the players, the rest of the game should go mostly like above.

Figures. Thanks for the spoiler :D

Heh, no problem! I did kind of want to run the WC idea by someone else to get a gauge of if it was too mean or not. :P It might be, but hey, screw it. They still technically won, and that's what counts. :D

Fair enough. Ah, the difficulty of having your own win condition... :P I shoulda been the Fool. j/k

you probably would have been elected Mayor, then. :P

The horror! The horror!

Yeah, shouldn't be too bad. I have been trying to incorporate some of the original roles and flavors into the games, as well. But with everyone else going super-fun, complex on the forum, I realized I had to step up my game. :P

Hey, Granny with a Shotgun was *wicked* :P

Hahaha, I totally suggested people in the 17S maybe go and ask for that role in Rubix's game.

I saw! :P As a True Voidbringer, I am deeply traumatised by the suggestion :P

In case any of you don't see it in the thread, I have posted a RP, setting up and allowing the Dead to make ONE post each in the thread, RP'ing as ghosts and fighting for the villagers against the trollocs and various shadowspawn. (Myyrdrall and draghkar are nice targets, since the villagers aren't really equipped for that) Even though Trimat is getting lynched, no posting of anybody's roles or actions or any information to anything relating to the game. There are strictly limited to RP posts, with you as spirits killing shadowspawn. No Darkfriend gloating or anything. Good Guy Fain can look in the Shadar Logath doc for further, special instructions. ;) *Woah, now that doc actually has a purpose.* :P

...Is the panda a legit target? >> (Yeah, priorities...)

Is the killer rabbit of caerbannog a target? Got plenty of those in the Cellar^{The CELLAR reigns!}.

Also, no interacting with living players! Just putting that out there, just in case!
Got it.

A heads up, there's less than 12 hours left in the Turn, if anybody wishes to do some Dead RP before the write-up hits. I will so be involving the Dead in the write-up, and will incorporate anything that has been used or established, or any requests anybody wishes of their spirits. (within reason, of course).

My dead rp is up. It should teach them not to kill a Dreamwalker. Was going to have a poem in there as well but felt it was long enough without it.

Great, Ghost Koloss. >.< And you're basically just talking to the head Zombie Deadpool style, which is pretty awesome. :D More like nightmare Koloss. I drew on Gambles nightmares and gave them flesh :)

Less than 12 hours? Alright. I'll hunt down that panda once I get back.

Yeah, I guess we're not going canon anymore. Unless there were some Koloss in WoT that I missed.

Are you using the Cellar^{The CELLAR reigns!}?

Oh yeah.

Awesome.

I mean, ever since a Planeswalker from Scadrial showed up, I think we pretty much tossed 'canon' out the window.

As long as we keep a 'canon' for our own dimension story line between all games, we should be fine. I guess. O.o
I don't have much of a clue what to do. Erik wasn't that much of a warrior in the first place. I'd actually designed him as a farmer whose wife had talked him into taking over a river freighter. It might be nice to put that into play, but I haven't decided how.

Well, Erik used to be a borderlander, right? Most people up there are pretty badass, as they're raised from birth. It's a cold, hand land up there near the Blight. Heck, if you never specified *where* you were from in the Borderlands, you could even claim Malkiri blood! I'm sure Lan won't mind you raising the Golden Crane to lead to battle against the shadowspawn. ;)

Well, I've made my contribution. Hope you like it. Stacking the sheaves can be Gambles' job; he has the One Power to help him. =)

Hmm, Wilson's post gives me an idea. I might run with that and see if anything interesting comes of it. If it does I'll probably post it (if I even finish before the write-up).

Well, heh, I haven't even started the write-up, yet. And this one is probably going to run on for a *while*, what with the huge epic battle and all. So RP can keep going all the way up to and past the write-up, for all I care. It's the Final Battle! Let's have fun with it! I do hope Kaim gets something going with the *Mashadar* before my write-up, though, I'd love to see what he comes up with for it.

Yes, yes, GM. As you ordered, *Mashadar* coming right up, and I understand what can't be done with it. I just got back.

Are you planning on digging through the manure for the Mashadar-Panda? :P

No, I'm destroying it. Gamma suggested that breaking the panda would release a weapon of *Mashadar* destruction. (Ok that pun doesn't work so good.)

You could try "Mas(hadar) Destruction." :P Still doesn't work great though. Hmm... I might have to change up/scrap my RP a little. The Mashadar Panda get's mentioned, and if you're destroying it, that's not going to work out.

What are you doing with the panda? Oh hey GM! I figure I can always do something else, if you're using the panda.

I have two versions worked out, one uses the panda more than the other, but that one also gives you the chance to take it if you want it. So I might go with that.

Mashadar Panda sure is in popular demand. :P

You can take the panda, that's fine. You're not destroying it, right?

No, but the way the RP ends, you could pick up from there and destroy the panda if you want.

I'm still in the way beginning of the write-up, and most of the time will be spent on pure battle scenes, so please, feel free to do long awesome RPs in the meantime! -You said one post, GM :P

You go first, I'll take it from there? Don't feel constrained--you're the one who died in a shitty way. The least I can do is to pick up from whichever you chose!

It sounds like you should still be able to do what you want if I post what I have right now. I can't claim it's my best RP (writing at 3 in the morning again. :P) but I don't think it should really mess with yours.

It's no biggie either way. I can adapt. First rule of improv and all ;)

Good Guy Fain, in action!

Alrighty, that's done, if it even makes sense. :P Night all.

See you around!

Leas has Mashadar? I LOVE THIS.

Mashadar Fel! Brilliant!

Perfect. I'll go collect the panda and miss--in the haste of the moment--that Leas has Mashadar stuck in him.

I could totally work with that.... *heh heh heh*

That...totally did not sound ominous at all, GM :P

Oh yes, not at all. ;)

Let's see, for my request: can I have the pipe? Can you get customs to return it? :P Also, if Mashadar is not in Kaim, can he be slightly less evil as Mordeth is apparently elsewhere? >> (Which would probably fit with the fact I'm still an Honorary Villager. Great fail on my part...)

You could totally rock the pipe. And I mean, there should be plenty of *Mashadar* to go around. It's been festering throughout the town for a while now. Kaim may have died before he could convert anyone, but that just means all of the Taint was fully concentrated when he died!

...you know what that means? That means I'm a more effective Mordeth *when I'm dead*. It's *after I died* that the Taint went into Aonar and the Panda. This is *so sad*.

>.< Good Guy Fain, doesn't do anything until he dies.

It's rather sad :P How much longer to the write-up?

Pfft. Quite a while. XD

I hope you don't mind. My RP post is ah...somewhat long >>

Excellent! Can't wait to see it!

Don't expect much >> Fallen sick.

? Hope you're feeling alright?

Well my office writer doc just crashed, so the write-up is a little postponed as I lost a little bit of progress. >.< I might actually just end up crashing soon instead and waiting to do the write-up tomorrow (or, later today) when I wake up.

Hopefully too. Looks like the flu bug. Oh no, that's annoying :/ Sorry to hear.

Eh, flu bug sounds a bit worse. Hope all is well soon.

Phew, done! And thanks--I probably will just load up on the Vit C.

Haha, should do the trick.

I'm half-amused at the recent dead RPs. It's really like I'm being more effective at corrupting people when dead than when alive. Even more annoying: it makes me a hipster: I was lugging around Mashadar before it became mainstream! :O Have to admit. I read your post more as the panda was better at corrupting others than you were so you went after it out of jealousy :) No, I was just trying to release the weapon of *Mashadar* destruction. (Gamma's pun, not mine.)

Alright, the Cellar^{The CELLAR reigns!}'s been released. MWAHAHAHA!!!!

Rengar, that's so brilliant I don't even know what to say. But you missed out 'the Cellar reigns!' :P

Ah yes. There, I added it in.

lol, well you Dead certainly have been pulling your weight around the village! Shadowspawn should rightly fear you ghosts!

I swear I have never seen so many nyancats before.

they must want in on the Mashadar animal gang.

What Mashadar animal gang? It's the dead villagers who seem to want in on this Mashadar thing! TAKE THAT--was it NOMA? Something about Mashadar regulatory laws?

A.S.E.T.A. Aes Sedai for the Ethical Treatment of Animals, as opposed to D.E.T.S. (Dreadlords for the Ethical Treatment of Shadowspawn), Aginor really got on that groups nerves a lot. :P

No, you mentioned a group pushing for the responsible/recreational use of Mashadar? :P And lol! Good thing we're dead! D.E.T.S. would be *really* put out with us!

Yeah, didn't we create a group for that in the Shadar Logath Doc? N.O.R.M.L. National Organization for the Reform of Mashadar Laws. They advocate the responsible recreational use of *Mashadar* and *Mashadar* Paraphernalia.

N.O.R.M.L.! That was the one! This cycle has been a triumph for N.O.R.M.L.! :P

Well, we'll see. :P Who says you spirits won't be smuggling back *Mashadar* with you back into the Dream Realm?? ;)

Then we'd need a N.O.R.M.L. branch specifically for Tel'aran'rhiod ;)

Bah, all of you Mashadar users and jazz musicians will just be introducing all of these innocent *Tel'aran'rhiod* girls to the evil ways of *Mashadar*, and next thing you know, BOOM! There goes the neighborhood.

We've already introduced Malai to football and Germany. It was bound to happen :P

Hm. Gambles arriving in Drell's Crossing may have just opened Pandora's Box in Randland. O.o

How so?

Do you not see the koloss and shardblades running rampant? :P

It's all smoke and mirrors, really. Mostly smoke.

Very true. But still. The ideas are there, now unleashed through the forces of *tel'aran'rhiod*. :P

Then I guess we'll have to make sure an "accident" happens to the remaining villagers. (Or we convince them that everything they've seen is a dream.)

Meh, I just need to hurry up and get working on this write-up XD

Alright then. I guess this doc's going to be over then. I'd say it's another good dead doc. Nearly 70,000 words. In case I'm not back later, this is Gade, signing off.

Then it makes the ending of this document most appropriate, does it now? :P

Gamma, at this rate, it would be highly appropriate if you were Faust Urbain :P

lol. Well a quick update on my write-up: I've done the intro, the Trimat lynch/death scene, and ¼ of the remaining character's battle scenes. And it's at 1400 words already. So.... don't worry about holding your breath waiting for the write-up, this is still gonna take a minute. ;)

We've mostly used up our one post anyway :P It's not like I'm rushing to get more RP in. I've already made up for village slack there, Rengar has introduced them to the Cellar^{The CELLAR reigns!}, and we've had Mashadar!Aonar. Take your time, GM.

Mindblowingly awesome will be well worth the wait :D

Heh, I keep wanting to do so much! I'm constantly restraining myself, or cutting back on things as I start going off on long tangents. XD

Well, you've got a--dare I say?--*captive* audience, so... :P

Heh, yeah, I should probably spend more time writing, instead of bragging about it. XD Progress, though!

Have to say, I love the way Wilson ran with our mistakes though >> Very sporting of her.

Heh, well, she was just terrified of the *Mashadar* getting her somehow! She remembers the pandaseatingfaces.gif. :P

Yes, so do I >> I was horrified at the idea of Jain dying and giving me his panda after she sent that >>

Meh, well, I just phoned it in at the very end, but I got tired of writing >.< It's up. Hope you all enjoy! (3.1k words, btw) I did kind of ignore the whole *Mashadar* explosion thing, but eh, you already covered that. (Yeah, sure, that sounds like a good enough excuse) :P

Nice! That was one really epic battle (especially loved Witless going full Aiel on them)! :D Should I take it as a sign we should be evacuating Tel'aran'rhiod now? :P

Meh, people can do whatever they want now. :P Gambles is a tired GM. >.< lol

Oh yeah. Must be pretty late in your timezone! o.O

Eh, only 1:30 AM< which isn't really too late for me and my usual time schedule. Just mental exhaustion. XD

Still! And congratulations--you gave us an epic final write-up to round it all off o.O

Well thank you. I did at least want the villagers to go all BAMF, in the end and give them their PoV RP justice for it. And killing ranks of shadowspawn certainly does fit that bill quite nicely.

Absolutely. I find it hilarious Aonar isn't mentioned. I'm now really wondering what Leas is up to ;) Although I suppose Jain came back.

>.< Yeah, he was one of the things that I ended up not getting around to. I wanted to do a whole *Mashadar* section and have you and Leas and maybe even Jain wrecking stuff with it and whatnot (cause why not Jain, it was his panda), but with how long it got and everything else, I just said "screw it". lol. Worked out better to keep it focused on the villagers, though. It works out better this way. I'm just amused because it's almost as if Aonar has a *really* crappy record when it comes to postmortem allegiance changes :P j/k (Which is what I was joking Leas's omission could be treated as.)

Hm. He *did* assume the mantle of host of *Mashadar*. I did have an idea of him bringing it back with him to *Tel'aranrhiod*, and it growing there and whatnot, being able to infect people's dreams and stuff. Pretty darn creepy. O.o

There's no indication he died anyway. In the later books, Padan Fain was able to use *Mashadar* to pretty much turn Trollocs into Randland zombies. Considering that Aonar was buried in a pile of shit--the same pile with the panda--it does make you wonder if he died, or if he 'died' like Bela and Khamsi and Dellan, which is to say, died for all intents and purposes of the game, but...

Eh, lol, I'll let philosophers and everybody else figure that one out. XD

Then you're in luck. Good Guy Fain: does philosophy ;) j/k

Well thanks for playing/enjoying the game!

I'm going to take an afternoon nap and enjoy the fact that it's over and 7 isn't due to start for a while!

Oh yes. While I can't wait for that game to start, I am glad that there will be a bit of a break before it starts!

Tell me about it. Oh well. See you, GM--and hopefully not on the opposite sides of the battlefield! (Although I must say the chances of that were better for your game than with King's...)

O.o We shall see what happens! *Dovie'andi se tovyu sagain!*

Oh, we did make it over 70k. Well, I guess this is it, then. This is Gade, once again signing off from Tel'aran'rhiod. This time for good (probably).

Bah, too much to go through and trim! It's all so *close* to being on-topic, and intermingled discussions! XD But, I must say, you guys did manage an impressive 70k word doc! **BUT**, the Spec Doc, (consisting mostly of Meta, Wyrmlhero, and myself) managed to peak 77k words before I trimmed it!

END OF DOC BOOKMARK

If we shadows have offended,
Think but this, and all is mended,
That you have but slumber'd here
While these visions did appear.