

Straw

~~"Every player has a unique role and win con."~~

~~"Clarification on my rule: my rule means that every player has to have at least **one** unique win con and ability. This way, my rule won't conflict with any rules that create new factions."~~

~~"Due to my rule causing potential difficulties in balancing the game, I will instead have my rule be that there must be at least 10 factions in the game. Players can be a member of multiple factions, and each faction must have a unique win con."~~

~~"Addition to my rule: Each faction's members can make up their own win con, however, it has to be approved as suitably interesting by the GM."~~

~~"Addition to my rule: each faction can once per turn give one of the players in it an item, however, the faction has to also take on an additional win con (both the item and the new win con have to been approved as suitably interesting and balanced by the GMs)."~~

~~"Role: The Keeper of the Dead: This player has access to the dead doc and has complete control over the rules that govern what happens to dead players (can edit, create, and delete); they also have access to all of the abilities of dead players, and can use one dead player ability each turn. Their win con is to have every player eventually be dead. This player retains all of their abilities when dead."~~

~~"Every player that is not in a faction must kill every other player in order to win."~~

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Cole

~~"Maybe a rule that that everyone has two lives"~~

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HH

~~"Rule: Each turn there is a chance for an inter-dimensional portal to appear and transport a random amount of players to an **alternate realm**. This **alternate realm** is almost exactly like the original, but every rule is reversed. Ex: Survivor type roles become Serial Killer roles, etc. The **alternate realm** is located in a different thread, much like LG37, and players in the **alternate realm** have a chance to return to the original."~~

~~"Clarification upon my rule as more rules are made: Percents are flipped in the **alternate realm**. Sart's Boring becomes Interesting, and the opposite process makes one Boring. I'm not sure why I felt I needed to clarify this."~~

~~"Another clarification: Actions cannot target players in another dimension unless that person has the item **Portal Gun**."~~

"Each cycle, there is a 15% chance that all of the rules will be reversed. This includes, but is not limited to, roles, win conditions, item effects, actions, and chances. If there are more than two factions, players do not switch factions.

After the rules have been switched, there is a 85% chance that the rules will be switched back to normal (because that rule chance was switched too). The duration of the rules switch is at least one cycle."

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wilson

~~"My rule: Like the game Flex, every turn, the rules change, taking from the pool of rules created by the players. The number of rules in play each turn is determined by the GMs."~~

"There is a faction called the Agents of Chaos. This faction has a maximum of 3 people on it, and are the first people to PM the GM requesting to be in this faction. Agents in this faction know who the other Agents are and they all must devote themselves to chaos. All Agents in this faction are also in other factions, but their primary affiliation is to chaos."

"The Agents of Chaos win con is to create enough chaos as deemed appropriate by the GMs. They will find out who else is in the faction at the start of the game. It will be in their PM from the GM.

For abilities....Maybe, to fit with the chaos theme, the faction gives access to one of each ability in the game, but each can only be used once, by any one person on the team (meaning that any of the three could use an ability, but once they do, no one else on the team can use that ability)."

"Minor change to the Agents: they have a doc to talk in. This will be easier, I feel, than PMs. Plus, I'm sure a few people would like to see what chaotic things they discuss post- game (better make it good )."

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winter

"Kill roles have a 50% chance of converting someone to their faction."

"Modified:

~~When a kill role is randomly redirected, it cannot hit the person who fired the kill in the first place. A redirected kill(convert) has a 75% chance of killing instead of converting.~~

~~Kill(converts) belong to a faction and can be used as well as an individual role. Converts are not exclusive to kill roles. Not every faction/win con must have a kill(convert). Individual kill(converts) may have twists on them not to contradict with @Straw's rule."~~

~~"Upon being killed by the faction kill, there's a 10% chance of being transferred to the alternate realm."~~

~~"This does not count as a faction kill (convert) and there is no chance for a convert. Unless the player in question's role is Dragon. Due to their impenetrable skin, they will always convert when shot by a gun but cannot convert when killed by a faction. " wrt Jondesu's gunsmith~~

"Okay fine, I'll keep the first one. I just figured it needed clarification with the other ones."

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Jondesu

~~"My rule proposal: "Any action that is taken has a 25% chance of failure. Failure results in the action targeting a different random player."~~

"Can I change my rule? There's a role I've been dying (heh) to use for a while, but I'm not planning to put it into the game I'm running.

"There will be a unique role of the Gunsmith, who will start the game with 5 guns. Each night, they may give one gun each to any players they choose, up to the maximum of 5 handed out, and they may instead choose to keep one of those for themselves.

Those guns can be used by the players they have been given to **at any time**. This includes during the middle of the discussion during the day. To use the gun, they should simply post a message in bold saying "I am shooting [player name]." The player who has been shot will die immediately unless they have some form of protection, and must immediately stop posting in the thread and responding to PMs. Any player who claims to use a gun but was not given one will die immediately instead."

"I realized I didn't give the Gunsmith a win con, so if it isn't considered adding a rule inside my rule, the Gunsmith's win con will be to have all guns passed out and used, without the Gunsmith dying (they may win if they die after all guns have been fired). Those who are given the guns do not know the identity of the Gunsmith. If the Gunsmith is part of a faction, they also must complete any shared win cons."

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Orlok

"My rule: Every turn, each player proposes a new rule, and the players vote to select three rules to be added to the existing rules from those proposed each turn."

"Having thought about it, I propose that each turn, players may submit a proposal to the GM in their PM, who reveals the list of proposals in the next writeup. Players then have one anonymous vote for a rule from the list, submitted in their PM (in addition to another proposal), and the three rules with the most votes are selected, revealed, and implemented in the following writeup, alongside the new set of proposed rules."

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Sart

"If a player receives no votes, that player is Boring. Boring players can't be targeted by other players because no one pays attention to them. Further, since no one pays attention to Boring players, no one is affected by their actions. No one pays attention to their votes, because they're so boring, unless they vote on themselves, which makes them interesting, and stops them from being Boring."

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Ecth

“On your turn, you can submit an order to propose to a living player in your same dimension. (Proposals cannot be redirected or blocked.) Players who have been proposed to can submit an order to accept or decline the proposal by also submitting an order. Proposals expire at the end of the next turn. If the player accepts the proposal, they are **married** to the proposing player. Married players can do everything their spouse can, including gaining access to any docs, taking actions, etc. Divorces, polygamy, and polyandry are not allowed. If a player's spouse dies, they cannot remarry but they can do everything their spouse could do at the time of death.”

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Flash

“Um. A rule. A 0 vote requirement lynch!!!”

“So the lynch. You vote in red, retract in green when you decide upon a new vote. 0 vote minimum. But fear not, there are also fun things you can do with other votes!

If you vote in **orange**, they become a red head, has no soul, and skips the second realm if they die.

If you vote in **purple** you can elect a person high chancellor. They have 2 votes they can make. Each person, however, may only make ONE VOTE of any kind. Only the chancellor may make 2 votes, which they may split between two Votes or put on one.

Everyone gets the effect in a tie lynch or Red-head. Only one player may be elected chancellor.

I may edit this rule somewhat, it is in a very raw state.

Edit: oh and red and orange are exclusive. Only one will go through, with the larger number of votes being the one that works. “

“I thought I specified what happened if there was a tie. Everyone in a tie is effected, except in chancellor, where it has to be one person with the most votes.

The essential idea is thus: you don't just have to lynch somebody. You can do alternate modes of lynchings. So instead of making the lynch kill, it can instead make you lose your soul, or become the chancellor. I will note how rough this rule is. It's basically an idea that needs to be better thought out. Which I will do tonight.

I think there should be something a dead person should be able to do. A vote of sorts, with some sort of effect (I have yet to determine what).

Lynching the GM is an awful idea. But perhaps if they are lynched, the whole thing restarts? Lol what a troll that would be. Especially with the whole "start of the cosmere thing." This right here is not part of my rule. My rule is the multiple choice lynch. “

“Ok. The orange is a role block instead. “

“I'll keep the orange one, as an alternate lynch. You vote orange to role block a player for a cycle. I'll let you guys figure out how they interact with one another, as apparently I'm not allowed to define that. “

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Sami

~~"Rule: an additional power/item will randomly be bestowed on someone each cycle (GM puts up 3 for everyone to vote on?)"~~

~~"an additional power/item will randomly be bestowed on someone each cycle"~~

"There are is a side ability called the Potato Master that will be given to 2/3 players. This allows you to anonymously gift a potato to someone each cycle without taking up any actions (if there is a limit). This potato may be raw, baked, or mashed randomly decided by the GM.

If the potato you gifted was a Raw potato, you will have hit them on the head (accidentally or no) and role blocked them for a cycle.

If the potato you gifted was a Baked Potato, it will feed them an extra role blocking action to use once

If the potato you gifted was a Mashed Potato, they will be granted a role-scan action to use once."

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Bart

~~"there shall be a 10 percent chance of something just weird happens."~~

"Alright for the adoption rule if that's still going, an independent third party must approve of the adoption."

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Roadwalker

~~"There is a triple vote. You vote in red for three choices, greatest to least. ie. 1.) Jondesu 2.) Orlok 3.) Flash Each vote counts as one vote. All three votes must be different. You must vote this way, and you must vote every turn. The player with the most votes on them dies. If there is a tie, the gods of RNG decide."~~

"When you vote, you can put forward three votes. All of them count as a vote."

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Majestic

"Oh boy. Signing up as Majestic Eagle.

Rule - Numerical Order

Whenever a player posts the number one (standalone post) players must then consecutively post numbers all the way to ten. If a number is repeated then the last player to post dies. If the cycle ends before the chain ends, then it must be continued afterwards."

"How about voting isn't included in the chain. Just general discussion is. And no, you can't generally discuss in the same post as a vote."

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randuir

"So, this game will have roles, one of which will be:

Strong-willed. After having died (from whatever cause), you can make one last post. This post will have to be made within one cycle of your moment of death. You won't get access to the dead-doc until you've made this post."

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Drake

~~"Each faction has a faction ability. The power of the faction power is directly proportional to the difficulty of the faction's approved win condition. This faction ability is appointed by the GMs, once the GMs approve the faction's decided win condition. It could be basically any action, be it roleblock, vote manip, protect, kill, or anything else. A single player may not be part of more than 5 factions."~~

"Hmmm... So my new rule.

I'm going to use this to test one little piece of one of the games I am signed up for, 'cuz why not.

There shall be a role named "paranoia."

They shall have an ability. Each night, they may choose to activate this ability, or not to do so.

When they activate this ability:

If they are attacked by anybody, they survive the attack(s), and execute an attack against every single attacker who attacked them.

If they are not attacked on that night, however, they die instead."

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Drought

~~"Rule: There is a role called Adonalsium. Only one person can have the role Adonalsium ever in a game."~~

Adonalsium: You are god. You may not be part of any faction, but have access the doc of every faction. You may take any action that has existed in any game of SE, but you must clear it with the GMs first. You are immune to all forms of kill besides the Lynch, and stay a neutral role at all points in time. There is no way that Adonalsium can be converted to another faction. Adonalsium is aware of everything going on, and can see all PMs that are not GM PMs. He has the ability to post in every active thread that is part of LG38. Everyone is aware of who Adonalsium is at the start of the game. To kill Adonalsium a lynch must be performed upon him. The Lynch must have more than 50% of the active players voting. Everyone who voted upon Adonalsium at the time of his death receive a shard that grants part of his powers. The GMs control what powers are passed around, and the distribution of the powers."

"Update:

Rule: There is a role called Adonalsium. Only one person can have the role Adonalsium ever in a game. The role Adonalsium must not be claimed by a player before the game has started. It will be randomly assigned or chosen who it goes to by the GMs:

Adonalsium: You are god. You may not be part of any faction, but have access the doc of every faction. You may take any action that has existed in any game of SE, but you must clear it with the GMs first. You are immune to all forms of kill besides the Lynch, and stay a neutral role at all points in time. There is no way that Adonalsium can be converted to another faction. Adonalsium is aware of everything going on, and can see all PMs that are not GM PMs. He has the ability to post in every active thread that is part of LG38. Everyone is aware of who Adonalsium is at the start of the game. To kill Adonalsium a lynch must be performed upon him. The Lynch must have more than 50% of the active players voting. Everyone who voted upon Adonalsium at the time of his death receive a shard that grants part of his powers. The GMs control what powers are passed around, and the distribution of the powers. Adonalsium may not take any action that would directly oppose his lynch. Adonalsium's only win condition to create, what is up to the GMs."

"Rule: There is a role called Adonalsium. Only one person can have the role Adonalsium ever in a game. The role Adonalsium must not be claimed by a player before the game has started. It will be randomly assigned or chosen who it goes to by the GMs. The role must be given to a player, and not a GM:

Adonalsium: You are god. You may not be part of any faction, but have access the doc of every faction. You may take any action that has existed in any game of SE, but you must clear it with the GMs first. You are immune to all forms of kill besides the Lynch, and stay a neutral role at all points in time. There is no way that Adonalsium can be converted to another faction. Adonalsium is aware of everything going on, and can see all PMs that are not GM PMs. He has the ability to post in every active thread that is part of LG38. Everyone is aware of who Adonalsium is at the start of the game. To kill Adonalsium a lynch must be performed upon him. The Lynch must have more than 50% of the active players voting. Everyone who voted upon Adonalsium at the time of his death receive a shard that grants part of his powers. Each shard will contain an intent. The intents will be decided by whoever receives the shard, and will add an additional win condition on top of what they have from factions or other roles. The powers of each shard will be related to their intent and will be decided by the GM and the player holding each shard after they have

~~received a shard. Adonalsium may not take any action that would directly oppose his lynch. Adonalsium's only win condition to create, what is to be decided amongst the GMs and the player after the game has started.~~"

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Eternum

"I didn't make a rule yet, and since nobody thought of PMs yet, my rule is that during the night each player can create two PMs with up to 3 players in them (total, including the player that created it but not the GM/s if it wasn't obvious)."

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Elith

"My rule is that a married couple (Ecth's rule) can choose to adopt another player that is not already an adopted child or married via an action if both spouses agree. The adopted child does not have to agree to this. The parents have all knowledge about their adopted child's role, alignment, items, and are added to any PMs created or in use. The parents can choose to give their child any information about themselves or add them into any PMs. Their win conditions and actions are not shared.

After 3 cycles of being a couple's adopted child, the child may choose to leave the family, but only if they are currently married.

A couple can only have one adopted child at a time. If the child dies they may adopt a new child with no repercussions. Grief RP is encouraged though.

Edit: I was told this is very harsh on the child, so changing it that the child does have to agree to the adoption. Pick good parents, kids!"

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Len

"Role: Dungeon Master. Each Night he can do two of the following:

- Create a mob of NPCs, doubling his vote the next Day
- Influence the dice, choosing a player and redirecting a random action targeted at the Dungeon Master to that player instead.
- Deny a player's request, roleblocking them for the Night."

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Aonar

"Personally, I have no qualms about killing my GMs (sorry guys :P), so what about this: At the start of the game, everyone is assigned a random classical element, material or concept, which they have absolute control over. They can take any action they wish, so long as they can thematically relate it or justify it using their control of this concept."

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Bort

“My rule/role: The Creator. You must work with another (invested) player, but between the pair of you, you can create worlds in the Cosmere. This can have a beneficial effect on everyone, be specifically targeted at someone (not to kill, but to remove a defense), or used to backstab your partner in building the world (ie Leras stabbed Ati in the back when creating humanity, allowing for Ati's eventual fall). This last would be an outright kill, but may also involve some kind of sacrifice from the Creator, perhaps a block on what you can do until the kill takes effect.

It would be public knowledge that a world is created, although not who was involved in the creation (possible investigation to find out who?), and a fixed number of turns later (I suggest three cycles), whatever affect chosen takes effect.”

“Creating a world has one of three effects:

1. A beneficial effect - The target is provided with intelligence that allows them to avoid dying once.
2. A negative effect - The world provides shock troops for a surprise attack on the target. One defence is stripped from the target, so the next attack against them cannot be protected against (unless they have multiple protections).
3. Stab In The Back - The Creator can, instead of choosing a target for the other effects, choose to use the world against the person who helped create it. Three turns later, that player is dead, this cannot be defended against, but it also means the Creator cannot create any more worlds until the death takes place.

Targets and effects are chosen by the Creator (and presumably agreed with the second player needed for creation), and must be specified at the time of creation. 'Expending' a world (as in, the target has been defended, or had a defence removed) also destroys it.

Or, if you don't like this idea, the worlds could be used to create the items that have already been mentioned. Either each world produces only one item (but does so every turn), or each world can produce three items of any kind, but then runs out and is destroyed.”

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Grumpy Dula

“Rule.

Items are given to players randomly by the GM. The items are:

Knife (Ka-neef-fay). Your kill action is performed first. (one use)

Machete Throwing Ape (Ma-cheat-tee-throw-ing-app-y). You can kill a player with a 50% of working. If it misses it goes to the other dimension and trolls people. (Interpret that as you will.) (one use)

Monkey (Munk-why). Target player is role blocked. (one use)”

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Clanky

[\[way too many pages\]](#)

“Every player has a win condition (separate from faction win conditions or any other win condition that appears) in which they are given one player who they must outlive and one player who has to outlive them or both survive to the end of the game.”

~~“Every cycle each player can make as many actions as game related (RP, or analysis) posts divided by 2 that they posted the previous cycle. Having placed a vote that remained till the end of the cycle also gives an extra action. One action must be left unused for resting every second cycle or the player dies of exhaustion (if a player PMs the GM about a legitimate reason for inactivity this can be waived at the GMs discretion). In the first cycle each player gets two possible actions since we have there is no previous cycle on which to base post count.”~~

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DA

“Each player has random amount of pancakes at the start of the game (GMs can decide the max roll :P). One pancake is consumed each day turn, more food can be gained by sacrificing your night action (or one of them?), to work for 2 pancakes (can be action-blocked). If a player runs out of pancakes, they become Hungered and cannot vote during the day and can only work that night for food.. ~~The only way they can get food is if it is given to them by another player.~~ If a cycle passes whilst Hungered and no food has been consumed, they become Starved and cannot talk in thread, make any actions asides from making PMs and conversing in them.

~~And coming from this is a role, doesn't have to do with the game, just a role with the mechanic.~~

The Baker

~~Each night you may select two people to give a pancake to, you yourself need not worry about food unless you are role blocked at night, as you make your own food at night. Oh, did I mention the entire town gets its food from you? That's right, if you're roleblocked, then noone can work for their food, and the actions will fail. Oh, and if you die, the entire town goes into Famine and everyone will die in 2 cycles. 2 painful, slow, cycles :)“~~

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Magestar

“Name; Magestar

~~Rule; There is a faction known as the WorldSmiths since why not, who have a doc, and a win con, which is to have collectively the most items at the end of the game, and a faction ability, which is the ability to kill a person and create an item with an aspect of that persons role as it's ability every other night cycle, which goes to the player who used the faction kill that night.~~

~~Possible Permutations; A normal role'd players death could result in an item that doesn't do anything—Or, it could work like a normal hemalurgic thingie and generate an item that has one of the players normal abilities; A vote, A Life, Access to a Faction Doc, ETC. A person with multiple roles or abilities should probably just generate an item with one aspect of it, but whatever works.~~

~~Flavor; At the Dawn of Time, those who found themselves floating in the midst of all that now was, looked, and saw a vast void, filled with raw material. In this void they would seek to fill it, taking the raw components available and forging them into powerful devices, creatures, and even worlds. These few would become known as the WorldSmiths. (That's all I got for now. Does Flavor count as more rule than I'm allowed?)~~

“Revising my Rule a bit; Just clarifying some things, maybe adding somethings, choosing which of the two permutations I want for how items are made.

There is a faction known as the WorldSmiths since why not, who have a doc, and a win-con, which is to have collectively the most items at the end of the game, and a faction ability, which is the ability to kill a person and create an item with an aspect of that persons role as it's ability every other night cycle, which goes to the player who used the faction kill that night. Items can be given away. The WorldSmiths will comprise approximately 1/5th of the players. Non-WorldSmiths can't win with the WorldSmiths.

How Items Work; A normal role'd players death will generate an item that has one of the players normal abilities; A vote, A Life, Access to a Faction Doc, ETC, with the specific items power being determined by RNG. A person with multiple Roles, or a Role with multiple abilities, will generate a single item with one of their abilities, with the specific items power being determined by RNG. Item Names/Flavor, can be determined by the Player, or if the GM's are feeling good about some flavor for an item, they can do it instead. :P I feel like it would be cool if the items names had something to do with what they did or the role they stole from, but also player-inspired item flavor will probably end up being cooler than whatever I'd think up.

Flavor (This could be included in PM's, but whatever the GM's have time for.); At the Dawn of Time, those who found themselves floating in the midst of all that now was, looked, and saw a vast void, filled with raw material. In this void they would seek to fill it, taking the raw components available and forging them into powerful devices, creatures, and even worlds. These few would become known as the WorldSmiths, and their secrets would be passed down from Generation to Generation. You are one of them.

Doc Name; Celestial Abode. (A Fancy Font for this would be nice. :P)

Doc Flavor; In the beginning, when the Cosmere was first formed, and all things were new, a vast, celestial palace was formed for the meeting of the minds of the WorldSmiths. Here, great ideas would be shared, great deeds prepared, and marvelous inventions forged from the souls of men...”

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Arinian

"Rule: "No one can roleclaim(not applies to alignment(neutrals can't claim even alignment)(Not even hints about role)(No, you can't say your actions). You can't claim role nowhere nor in thread nor in PM nor in doc. Really nowhere, even elims don't know each others roles and can't claim(GMs can change this part if they decide that this hurts elims too much). If you somehow forgot and roleclaimed to someone then you instantly die and your items would be randomly given to people who have PM with you. Oh sorry almost forgot, you can reveal roles(alignment) of other people if you some kind of scan role, or you just can lie about someone's role(not yours role) if you want. After someone else said your role you can answer to them "No" or "Yes"(of course you can lie(if elims doing roleclaim like that(I mean they asking something like "Your role is extra life?" and other elim in doc answers "Yes" or "No") they lose ability to kill for 1 cycle for each person who claimed(Part with elims can be changed on "Someone who claimed can't use abilities(can't use even faction kill, passive extra lifes also don't work) or items for 1 cycle")))." "

[\[another long one\]](#)

Can't have this, way too complicated.

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Lemonelon

~~"Rule: If your role play during day cycle includes a ketek (written in bold and cohesive) you gain an extra action during night cycle."~~

"Everybody starts the game with 5 infused spheres. Each action taken drains 1 sphere. Spheres can be infused during a high storm which comes every night. You can trade your spheres for other items and it is possible to steal them from other players who have left theirs out during a high storm."

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Megasif

"Every night, one action from the submitted night actions is chosen at random, and that action is then used on a random person instead of the intended target, excluding the original target from the random list."

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Brightness Radiant

Family Ties:

You may not take any kill actions or vote (for the kill lynch) on a member of your family. (This applies to Spouse, Kids, and any spouse of a child and grandkids that may become part of your family throughout the game, but does not include the in-law child's parents or any other relations)

If you forget, and DO attempt to put in a kill order on one of these people or vote on them than you will be role blocked for the next cycle. (The kill/vote will not be counted)

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Searanatha theranson threson the 45th and a half

“my rule is that i must be called by my full name.”

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Young Bard

There is a role of the Secret-Keeper. If not all laws come into effect at the same time (see Wilson's rule), then the Secret-Keeper has 2 additional rule constraints placed upon them in the same manner. However, once per cycle, they may also create a new rule for the game, which is guaranteed to be in the next cycles rules (provided the GM's approve the rule because it isn't too broken, of course.)

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Ruleless

Drought