MR: Silence of the Spores

The spores are silent. After every poor soul falls screaming into their clutches, they remain silent. Silent, and cold as death.

Rules

Alignments

Pirates: Honest swashbucklers of the spore seas, you win when all the elims are dead.
Deadrunners: You'd like to see nothing more than the crew a band of outlaws, and you win when you outnumber the **Pirates** or when it's impossible for them to win. You have a doc to communicate in, and have a factional night kill.

General Rules

- 48 hour cycles
- PMs are open, but must include both the IM and the GM.
- There is an inactivity filter of two cycles. You must post in thread or be replaced and removed.
- Players must vote in thread, **red** for those they'd like to accuse, and **green** if they would like to rescind their previous vote.
- At the end of the cycle, the player with the most votes will be executed, which will be flavored as being thrown into the spores.

Spore Charges

- There is a limited supply of each type of spore charge that can be used up, and it cannot be replenished.
- During the cycle, a player may choose to pick up one spore charge, through their GMPM, which will be noted in the write-ups, though the player will remain anonymous.
- During the cycle, a player with a spore charge may choose to use it, using up their spore charge and triggering its associated ability. You may trigger multiple spore charges in a single night.
- As spores are loud, you will be informed in the writeup what spores were used, though any player involved will remain anonymous
- IMPORTANT: You cannot pick up a spore charge then use it in the same cycle. Can you pick up a spore charge and use a different spore in the same cycle?
- There are 4 kinds of spore charges, each with a different ability. They are Verdant spores, Roseite spores, Zephyr spores, and Crimson spores

- If you are not careful with spores, they may backfire, with deadly consequences. There's a 50% chance after you use a spore charge that it backfires, and you will gain a +1 vote. The action still goes through, however.
- **Verdant Spores:** Your target's vote count is reduced by 1 until the end of the cycle.
- **Zephyr Spores:** Your target's vote count is increased by 1 until the end of the cycle.
- **Roseite Spores:** Your target is protected from being killed until the end of the cycle. They are still subject to the execution, however
- **Crimson Spores:** Your target is killed. Whenever you pick up the charge, it is announced in the write-up, including your identity.

Roles

- **Captain:** As captain of the ship, your vote is increased by 1 for each previous cycle you have not voted in.
- **Quartermaster:** You know the supply room of the ship intimately, and thus at the beginning of the cycle the GM will tell you a player who took a spore charge, and what spores they were.
- **Sprouter:** As the crew's residential spore handler, you are familiar with the types of spores. You start the game with a random spore charge, and every time you pick up a spore charge you receive another random spore charge. Your random spores do not count against the remaining supply.
- **Cannonmaster:** As the principal gunner, you can recognize attacks and are informed whether a given player was targeted by a spore charge once per cycle, and who targeted them.
- **Helmsman:** You guide the ship, and in times of need your count is critical. Your vote counts for two while every **Deadrunner** is still in play.
- **Spore Eater:** As a host for spores, you always have access to a random type of spore, but each time you use one you receive a permanent +1 vote to your vote count. Your spores do not count against the spore supply.
- **Dougs:** You have no particular abilities to speak of, but who knows? Sometimes the insignificant people are the most important.