



HARKONNEN DOC



By the personal command of Baron Rakan Harkonnen, you have been sent to Arrakeen to weaken House Atreides in preparation for our assault. With the Duke now dead, you must use your skills of subversion to pick off the Atreides guards one by one while evading detection.

PLAYERS

Killing_You [GM]

Category 5 Hurricane

Jeod

DAY ONE

Yikes, Cat5 hates being scum. :v Worse, he and I both lack much knowledge of Dune flavor. This should be fun!

Eh, 'tis how RNG decided. But like I mentioned in the thread, flavor knowledge won't really be necessary to understand and/or win the game. I had a feeling some players would be newcomers.

Engineer. Ability cop. Have an emp item that blocks investigation results for one night. Blocks investigations on items too. One time use.

Jailer. At least I think I'm a jailer. Flavor suggests it is, as I'm placing them in a cell, but I suppose it could also just be a roleblocker. Doesn't say if it prevents others from visiting my target. Have an item that makes one NK unstoppable. Item can be passed around. Probably need to be wary of an item thief.

Ability cop w/ investigation block item, and jailer/roleblocker with an unstoppable NK. I feel like we're meant to be strategic in our targets and refrain from just randomly picking a kill.

Feel like throwing a shit storm at each other just to get people talking?

You certainly can, but overreacting to something shade said isn't your town M.O. I think chopbam might be however.

Eh, my town brain says to go after you for "failing the MU test" and worrying about TP and Neutrals. But now I don't have time for a show.

I don't lend the "MU test" much credit, we aren't on that website's crazy caliber of mafia play. Everything we post is good fun. Besides, Shade was the first to bring up tp/neutrals, he just didn't directly mention the link. I put it together with my interaction and waved it off as Shade being Shade. But if you're going to jump on that line of questioning, I hope you're prepared to redirect your suspicions to Shade and then put them at ease.

NIGHT ONE

So, night targets. I think Shade may need the unstoppable kill perk given his little wifom. But not yet. Unless you think otherwise, Retaliation may be a good first kill. Relatively quiet and lurking, like Louis, but it would be easier to persuade Louis in a pinch. On the other hand, the same for Retaliation could be said for FRAYDO or TheIrishMan.

@Killing_You: I've kinda fleshed out my Roulette Mafia more, so it should be ready for a test run after this game. Not sure if you remember it, I mentioned it during kaiju mafia in 2020.

I do not recall, but hopefully this game has garnered enough Mafia interest for you to run that.

I'm working on the rules now. Trying to decide if I want to allow cards played at night to be public or private. Either I make that public and players all know who played what card each night (any role can use a killing card so it won't give away scum necessarily), or I hide that and just make the discard pile public by declaring what cards were played during the previous night.

Interesting. I think the second option would make for a more interesting discussion.

I agree. I mostly want to see the meme potential, but hopefully it will be a re-usable mafia format that's easily moddable and different enough from CYOR to be commonly used.

That'd be good. CYOR is a bit overplayed, I think.

I'm to blame for that, but the more I hosted the mode the more I perfected it. In the early days it was a nice little balance with Verti's long and complex rpg games.

Indeed. I think it'll be great to holster them as breaks from the usual affair. I'm hoping to evolve Dune in the future to be along the lines of those RPGs, but that's far in the future. In particular, I'd love to have a "Landsraad" Dune RPG, where we can bring in far more houses and far more conflicting goals. A bit like Death Note or Nodlied's RPG mafias.

Here's a little teaser to hype you up over it. As players you're going to be basic mafia roles: vanilla town, vanilla scum, card cop, and mafia traitor. The power roles are now cards that anyone can draw and play—some cards can be played during the day, such as Gun, but most are played at night. If you're a card cop, you can see a player's card each night at random in addition to playing a card from your hand. Mafia Traitors don't know their partners. Other than that, it's a standard mafia game with day phase discussions and lynching. It's designed for eight players and a 52-card deck, but easily modified to accommodate more players.

Yeah the more I think about it the more I agree that just revealing the previous night's used cards but not who used what will spur day phase discussion.

Definitely sounds interesting. Consider me already signed on.
Anyway, back to business. You guys have a plan to coordinate, after all.

Unfortunately cat5 is a busy dude. I imagine I'll wake up to something from him.

<https://youtu.be/h-iCr-5cRFI>

I'm still pretty damn proud of that.

Yeah, that's pretty great.

I think we need to check out either Shade, FRAYDO, or Thelrishman. I feel both Shade and FRAYDO are pulling a gamble, and we may as well find out what the gamble is before we need to kill them. Maybe FRAYDO first, as he's a higher priority kill than Shade, in general. Thelrishman was too quiet, and previously he has deliberately stayed under the radar in D1 when he wanted to make sure to avoid attention.

I'm leaning towards Jailing Thelrishman or Chopbam. I think we should kill or jail someone that might investigate us.

Doesn't Louis have an unnatural desire to target you, Jeod? Am I remembering that right? Or is it just Orange she has the hots for?

I think you're right, she usually goes for me or shade when orange is out.

I've PM'd KY a couple questions, wanting to officially clarify if my role prevents others from visiting my target, and also if we can use our actions and also do the faction NK at the same time. I suspect we can't do both, but want to be sure.

For clarity's sake here, Cat5's action is mechanically a roleblocker and not a jailer. Also, one of you has to perform the kill instead of taking your action.

Thanks. So we decide between ability cop or roleblock. Other makes the kill. I don't have any preferences at the moment. Remember we have items to work with as well.

Alright, so with having no idea who to roleblock, looks like I should do the kill and you should ability cop someone.

Right, so it's called roster and it tells me if the target has any night abilities. Day abilities remain hidden. Might be useful if we have a thief or serial killer, but with eight players I don't think it'll be that bad. If anything we can find a power role and keep them alive just to block them all the time, if they're easily manipulated with words.

Town!Jeod would probably target Shade given the previous day's exchange and his vanilla claim, but then again Town!Jeod and Scum!Jeod both share the same mindset that Shade is just overexcited about the possible lore implications of my "rebel scum" comment.

In that light perhaps Chopbam would be the better target, and if I don't want to say I targeted him I can always make something up for you.

I guess go with whatever target you'd like to know the most about, we don't have much to go on. Anybody could be valuable.

Kill wise, I'm leaning towards Louis or Thelrishman.

Killing Irish would be mean, he's been away for a while. :v

To be honest, I feel it's mean to kill anyone at this stage, but this is how the game works.

Math-wise, town decided nolynch would be in their favor. Would it be a bad idea to nokill and force them to lynch, while just using our abilities for the night?

We certainly could do that. The big risk, of course, are investigative roles catching us.

I would say there's equal risk in a tracker or watcher. Do you suppose I might be investigated the first night? Thinking about whether to use my EMP.

Quite possible. I figure either you or Shade would be the target. It's going to be a gamble no matter when you use it, so I say it's totally up to you, and I'm glad I don't have to fret over it. :V

See, my worst case scenario is someone takes Chopbam's "he failed der MU test" to heart and, also because I'm me, they go for me first. A nokill would be out of left field for town, and meanwhile we learn more about our opponents and figure out what the approach should be. Plus if someone comes out and says they were roleblocked, there's the question of whether the kill got blocked.

I think if the reasoning is sound I'll ability cop Chopbam and use the EMP. He's at least paid attention enough to cast a serious D1 vote.

I'm not against doing a nokill, we can do that. If for no other reason than letting people play the game a bit. It might be nonoptimal, but we would get a better picture of the game state. So long as one of us doesn't get tagged by a cop, it probably doesn't cost us much. In that case I think my kill options would switch to my roleblock options.

Alright, I need to head off to work now. NI'll be able to check in before day start to confirm actions, just let me know if we're killing or not, and if you have a specific target you want.

Right now I'm thinking to block TheIrishman.

I'll give the thread another read in a while, but so far I think I'm locked in. Cop Chop + emp. Although, in terms of items, we could spend the night passing them to eachother. It sounds like I might be the one making the kill next time right?

I guess that would be another question for KY. Not sure the person doing the kill needs to be holding the item for it to work.

An activated item only affects the person holding it. So if you want the kill to be unstoppable, you have to be the one holding the hunter-seeker drone.

I passed you my Scrambler.

This is Cat5, block and pass submitted.

DAY TWO

Was detained in a cell overnight and blocked from passing my item. I got yours. Probably a bus driver. Or a bus blackhole that affects all players.

I am resisting the urge to respond to your comment with, "Not me. I'd have to listen to him in the dead doc."

How delightfully devilish.

Sheesh Shade and Louis are relentless. Guess I'm playing the part of a nameless smuggler. Can't pick a specific one yet though since we don't know if the flavor is generic or if KY used character names in roles.

Every single character name was made using a Dune name generator online, with some minor easter eggs here and there. I did so specifically to avoid them being much more than flavor since you wouldn't be able to figure out alignments and/or abilities via Google search (although there is a *minor* amount of theming going on, but I don't think most people would spot it). Much like the vanilla-chocolate twist mafia, it's just for fun.

Looks like Louis is the new Voe. Technically correct, but not for the reasons she thinks.

Her level of aggression also matches. All she's missing is his arrogance.

I was a little afraid we would wind up in this situation by not killing. And you have all of our toys, too.

Do not drop the ignorance of being roleblocked. We can play this as if Louis actually roleblocked Irish.

I think I'm going to claim bus driver and that I swapped you and Thelrishman. Only stalling because I'm unsure if Chopbam is a tracker and knows I visited Thelrishman, or knows that I'm a roleblocker, ect. Seemed to know too much, but might have just predicted why I was hinting I knew Thelrishman knew something. Going to wait for him to say more before I elaborate on anything.

Will be limited in posting while at work today. Will be off tomorrow though. I'd like to get the seeker drone back to you, I had no idea Shade would press this hard on me. I'm prepared to fully claim my smuggler guise and reveal the emp item and who I tried to pass it to. Currently undecided on the target, but don't want to say you. Might say I tried to pass it to Shade.

I believe Chopbam is the town ability cop.

Yep, looks like a mirror match. If the cards are played right we may be able to paint shade as the scum version of chopbam. However doing that would implicate a you v. Louis showdown.

Hopefully I don't come back to "aha, smugglers are only from the movie! You mixed up your lore, scum!"

Remind me to get back to you about this bit post-game. I really want to talk Dune lore, but I don't want to sway anyone's playstyle ingame by doing so.

I kinda like where we are at the moment compared to daystart. Should be easier to manipulate a vote. I ignored your bus driver plan because I didn't see it working well given what Shade's been going on about. The mirror matchup proposal/reveal seems to have stopped him in his tracks. To him the implication is that I could have been the kill target protected by Louis.

I don't like that at all.

She'd have jailed someone else the next night and the jig would be up.

If I claim roleblocker, then we're taking the lynch down to just you or Thelrishman. If you get lynched, that links me to you.

I've been subtly pushing for shade. No other votes down yet. Commuting home, cya in 45 or so.

If they know there are two roleblockers, then they'll obviously assume one of them is scum (unless we get a repeat of KY's video again, but they are already moving in that direction). If they also assume the NK was roleblocked, once they lynch one of us the game is over and we haven't even killed anyone yet. We could have made this so that there was only one roleblocker and Louis "actually" blocked Thelrishman and suddenly the narrative is about him failing to kill, not you. Then Thelrishman becomes the primary lynch target, and even if they turn back around to you or me, we aren't linked together.

The jig wouldn't be up if Louis blocks again, that's what she is supposed to do. The jig is only up if someone knows I am a roleblocker.

Whatever, it's fine. We can work the two realities at the same time. Might get them all confused, or at least counter the possible link between us that would form if you are lynched.

I think you'd have found it more difficult in keeping up the bus driver ability that doesn't actually exist.

Eh, I was/am going to claim I can't use it every night.

Feel free to call out the manifest b.s.; I am notorious for lies and half-truths in my town claims to obfuscate my real role and abilities.

I like this confusion angle. I don't know if I'll like the end result, but I feel better about it than CC'ing Louis. We're doing the shit storm a day late.

~~As long as I have someone to complain with me about Shade at the end of it all, do your thing :P~~



Aaaand saved.

I'm tunneling you pretty hard, but you have a way to talk out of it. Let me know if you need help with it, I'm just staying in town!Cat5 mode right now, to ensure if one of us gets lynched the other gets major town cred. I said enough publicly that it should be possible to put together even if you weren't supposed to know what happened. Shade is right though, I feel like you are showing jumps in logic and you need to explain them.

Just did. There's definitely a logical path toward my conclusion and it's similar to how Chopbam arrived at his initial conclusion that you were a jailer. I welcome the tunneling since your scum mode is pretty lackluster compared to your town mode. You play a better scum when you're on the offensive.

Yeah, I'm just glad you are able to deflect it well. The hard part is I have to figure out how to redirect my logic away from you before hammer.

There's no bandwagon yet, so take your time.

Not to interrupt your planning, but remember how I said that Louis just lacks Voe's arrogance? I think that went to Shade.

What else is new? Shade wants me to be scum so bad I wish I were actually a smuggler.

Yeah, I was waiting for someone to put that argument out that FRAYDO just did.

Same, I really don't view it as a big deal. Notice that Shade is now trying to get Louis to say she is *not* a jailer and is just a roleblocker. Town!Jeod only sees this as Shade also changing his story.

Yeah, the jail flavor to the roleblocking role is causing confusion, and we get to take advantage of it. Not that jailors always protect their target, we just assume that.

Yeah, in hindsight I could've potentially worded the flavor better. Oh well. Notes for next time.

I think the wording is just fine. We're taking advantage of it as much as Shade is. While Shade is town, he's clearly out for blood.

That's fair. Frustration-induced aneurysms due to Shade (both in the thread and PM) aside, I'm quite happy with the fact that so much of the game is riding on reading other players instead of just actions.

Maybe making a nightkill would have been the better play, but we haven't had a mafia game in half a year. I find this much more entertaining and adrenaline-inducing.

It's definitely a blast to watch, especially since you guys seem to be bouncing back from the not-so-great luck you had N1.

I wouldn't say bouncing back. More like trying to get another happy landing in a crashing ship.

Still, you're doing better than I expected.

Yeah, if anything, I would have explicitly stated the jail cell does not prevent people from visiting your target. But it's not a big deal, and as I said earlier, jailors do not always protect. It's why I asked for clarification before using it. Louis should have asked the same.

If anything, I'd probably change it to "confine someone to their quarters" rather than "detain in a cell." That'd fit the idea behind what is "actually" happening, going off of our discussion from a few games ago. That said, I did intentionally leave off the "blocks people from visiting" from the action in an attempt at clarity.

The way I'm used to the role is the epicmafia version—the jailer creates a masonry with his target and protects them as they chat. The jailed can't be targeted by anyone for the night. So if you want to bring up that point I can provide the rebuttal to explain my mindset. I see jailer the same way I see doc-town doesn't want them to be known.

Coming up with whatever I can at this point. But I'm planning on going to bed soon, which should hopefully let the dust settle until Irish comes on to chime in. I will say though that at this point Town!Jeod can't possibly believe there are two jailers. Too many power roles. Two jailers and a redirecting ability? That's a bit much.

I gotta say, you going into GM mode is quite insightful, Cat5. I've never thought about bus drivers from that perspective.

He's right you know.

I'll have to say the manifest part was b.s., but I also need a reason why I'd want to hide that I knew I didn't pass my item. Don't think I can keep saying it was to try to hide Louis.

Regarding the GM stuff, you could also argue that yes, a jailer would learn the identity of the person they jailed, even if it wasn't their intended target. Depends on how the GM wants to interpret it, could go either way. How much info is confirmed is up to them, afterall. MU players are used to just having a confirmation that their action was accepted, and nothing more. I don't like pretending that characters are that blind or have such a bad memory that they have no idea about anything that happened outside of the day post. I feel like a roleblocked player should know they are roleblocked, for example.

My thought process was simply, "you're grabbing them from their quarters, then locking them up while you patrol for the night, before letting them out in the morning." I didn't feel the need to hide the identity of your target, especially given the setup (which you'll see at the end of the game). That said, I'm already thinking about how even *that* could be considered unreliable in the future.

KY if I'm lynched you should flip me as the town smuggler for a few minutes before correcting the "oopsie". :v

As hilarious as that would be, I don't think I'm going to do so for the sake of keeping the game on track.

I'm halfway through my long rebuttal post. You might want to stick around for it, but I'd say just check back in 30 minutes or so.

Ok, long post submitted.

Somewhere in an alternate scumdoc:

What the fuck. What the fuck. What the fuck. What the fuck.

We've gotta make the story that you pretended to be jailed so that it wasn't revealed you did something. To get me to vote Thelrishman, you have to be off the table. Perhaps you stole Lynchproof from Shade? Didn't want it revealed you stole it, but also why you are sure he is mafia?

I'm sure he's mafia because he didn't question Irish when he said he was jailed, after Louis claimed to have jailed me. I don't see why I would pretend to be jailed.

And that's the problem, it doesn't make sense for you to claim to be jailed.

Is Shade literally just going along with Irish's claim without question not enough for you to second guess? I thought I threw you a bone there.

"While at work I'm limited to my phone for posting, as well as prone to interruptions to train of thought (I'm at work, duh). I'm just now reading about what happened to ThelrishMan and trying to get a summary. Shade obliges, but reading back now I'm

noticing that Shade never asked ThelrishMan about his claims. He took them as fact and just backed him when I clarified if my summary was right.

Let's pause here. At this stage in the game, scum Shade only knows that Louis claimed to roleblock me and that ThelrishMan was jailed (presumably by Cat5 thanks to Chopbam's guessing). Scum Shade has no idea that Louis was redirected to ThelrishMan, nor does anyone for that matter. Despite this, he still accepts the idea that there are two roleblockers in the game immediately. Why? Because his scum partner confirmed what happened in the scumdoc."

I mean I guess it could be a bit of a stretch, but I think it was enough to get Shade to sort of shut up. That scenario has to mean Irish tried to make the kill though.

Unfortunately I'm off to work now. Maybe I can work with that, I don't know. I feel like my most likely argument to use is to claim you are trying to be lynched.

In the end there wasn't a kill. You could argue for nolynch for the math and more info since the scumteams are narrowed a bit. That might work against you if I'm lynched the following day though. Do what your town gut would do.

Town!Cat5 would be all over you. That's why I don't like our position.

I believe Town!Cat5 also is okay with sitting in the back when he's undecided on two lynch prospects, especially when the game isn't riding on it. Correct me if I'm wrong. The one thing I do like about our position is there's almost nothing linking me to you.

At the moment though I'm sort of expecting you to respond to the recent posts. :v Seriously, go with your natural reaction here.

Welp, Chop's gonna be stubborn. Maybe FRAYDO and Retaliation will come in last minute. But if they don't, at least we can say we put up a good fight. It's probably better that you don't have any items. What a day.

Absolutely love it when I put forth a ton of effort to try to get out of a bind and half the players don't even take the time to react to it or show up to the thread. I'm having second thoughts on hosting that roulette game after this, what's the point if nobody can make time to play the games?

NIGHT TWO

So, Cat5, what's your plan?

Sorry, Jeod, your story just wasn't convincing enough for me to break character. If I voted Thelrishman and you lost the vote anyway, it could be seen that I was trying to pull the vote away from you. The best we could have hoped for was a tie.

I'll carry on, I'm not the type to give up. I don't think it's winnable, but I've seen crazier. Going to have to remove Louis first. Hopefully lynch Thelrishman after that, and if he isn't, kill him next. And then...???

I think FRAYDO may have softened that he's a doctor. But I'm unsure I can afford to risk it being untrue and allowing Louis to stick around. I could also deliberately nokill again and trap whoever Louis targets again, but I think tonight's the only night I'll be clear from being blocked. Certainly something I would consider if I still had my item.

DAY THREE

Think I've got a good way to excuse my lack of bussing. Going to claim that it was attached to the item and Jeod stole it from me, and say that I didn't want to reveal that I couldn't bus anymore. Oh, nevermind, guess I can't do that.

Really bloody annoying that she has protection.

Well, this day is going to be wholly unpleasant.

Yeeaah. I know you said that you're not one to give up, but feel free to let me know if you want to concede.

I admit I'm thinking about it. My own insistence that I never do that is the only reason why I'm trying.

Fair enough. Truth be told, I'm kind of hoping you manage to pull it off. That said, the door is open. I'm going to be quite busy later today, though, so handling whatever happens *might* be a bit delayed.

I'm pretty sure the game is 100% unwinnable, but I don't like taking the wind out of the game's sails prematurely. Perhaps if everyone decides it's me (or at least a clear majority), I'll say call it.

That works, although if you're online at the time I'll double check for confirmation first.

Yes, Shade, I am quite annoyed with Jeod. I gave him an out and he threw it in the trash, came up with an awful story instead, and blamed everyone else for not buying it. Even the plan to toss items back and forth cost me my only chance to win now. I'll at least accept that the plan to nokill N1 was a collective decision that we both fucked up, and I had to chance to get out of this N2 as well, but yikes.

Goals are to get at least one town dead before I'm taken down. Hopefully Shade.

Shade seems to be gunning for you harder than anyone else, so I'm interested to see how the discussion would steer if that happens. Kinda rooting for you, tbh. I want to see you get out of this.

I made a big slip earlier saying that Jeod might have failed to use his item when he should have. Big oof, I hope nobody other than Shade pays attention to it (I think Chopbam and FRAYDO will). Otherwise, I think I can at least get one town dead, so this isn't a clean sweep game for town. I know this game cannot be won, but I'm going to get whatever I can out of it. If nothing else I can at least make this an exciting end for town, rather than just giving up and handing it to them.

If it does end today, I would be up for doing a salty runback with a remix of this game. Seems a shame to have it end like this.

Yeah. I was going to go into a big Nodlied-style mafia for the next Dune game, but a retooling of this setup (with some key differences, and of course after Jeod runs his game) might be better. I'm pretty confident in the setup itself, but unfortunately not much you can do about bad luck. Plus, there's a few tweaks I could make to improve it just a bit more.

Yeah, I don't think it's a bad setup at all. Just as a team we made bad choices, and pretty much all of them we had alternatives that we considered that would have been better, but we didn't do them.

NIGHT THREE

OH MY GOD WHAT

I know, right?! RNG (aka the nickel on my desk) decided to show mercy.

Yeah, RNG saving me is one thing, but this situation might well get me another mislynch before I'm done. Shade may have just triggered FRAYDO and Chopbam, and if Louis flips in his direction too, I get to claim she roleblocked me when she dies. Even if she blocks me instead, I can still argue Shade is doing an intentional nokill as a misdirect (and that probably won't work, but it's at least an option.)

If you manage to get another mislynch, you're getting an honorary mention at the end of the game. Though, to be fair, it'll likely be in part due to Shade effectively being 3rd Harkonnen tomorrow.

I like how there is a town dead now, and it isn't even my fault because I didn't vote for him. Going for the pacifist win.

DAY FOUR

ahem OH MY GOD WHAT

This might actually be winnable now. I think I see a roadmap for it.

I'm looking forward to seeing if you can pull it off.

Yeah, lynch Shade, kill FRAYDO, try to lynch Retaliation. I can make an argument for Retal. This could work. I don't think it will, but I didn't think the last two phases would go my way, so who is to say it won't?

I can imagine Irishman and Louis are raging right now. The dead ones seem to be the only ones around right now.

I was expecting a little more discussion than this.

So was I. I had considered having D4 be a 24-hour day, but I decided against it for reasons I don't remember.

This is Cat5 at work, what did Shade do, anyway?

Trying to use flavor as a test, violating the "encryption" rule, technically.

Just gonna quickly link the relevant comments:

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/21/#comment-728625>

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/22/#comment-728644>

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/23/#comment-728709>

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/24/#comment-728713>

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/24/#comment-728715>

<https://w3dhub.com/forum/topic/427942-day-four-battle-for-dune-mafia-1/page/24/#comment-728716>

There was some discussion about it in the dead doc as well.