Thoughts on setup:
Knowing how swift 8P games often are, I wanted to make this setup as role madness-y as possible without swinging it too much into the favor of scum, hence the reason why I created the Dreamer role and didn't give 194 a traditional factional kill. To balance out how slow this game would be, I gave kyuubit an ability that would only get better as time progresses. In order to make the town balanced I had to give them abilities which would be immune to the chaos of the Dreamer role and mafia: hence the two day roles, as well as Lightning's incredibly powerful role(there are no other cops in game).

Experimenting with a lack of mod interference was a very risky idea that played out muxh better in my head than it did in the actual game. I didn't realize how much taking a step back actually influenced the game. It didn't make things better when I also realized that the DJ 'death' wouldn't generate as much attention as I thought it would, which already made things bad enough in terms of the flow of the game. In hindsight I should've allowed all but the maf to make their actions N0.

But that's not even the worst part-there was a very big difference between the way I'd hope the Dreamer role would play out and the way it actually did. I imagined that it would be DJ keeping under the radar and playing out the moderator act while pulling the strings behind the scenes, but it turned out he was more than willing to claim D1, which really threw the entire balance of the game out of whack, considering it warps the very town vs mafia setup mafia is based around. I've learnt an important lesson: consider every single possibility, especially the D1 massclaim in designing small setups.

194 ROLE PM
[img]http://masusushiandrobata.com/wp/wp-content/uploads/2013/02/20130225__130228eat-ramen1.jpg[/img]
[i]"I eat soup noodles for comfort. In fact, noodles of any kind. It's a food that is very easy to eat; it's very soothing and comfortable, too. If I could choose any, I'd say buckwheat was my favourite: it has a very good flavour and is healthy, too."-Nobu Matsuhisa[/i]
You are Ramen, a Japanese noodle soup dish and [b][color=#FF0000]Mafia Conditional JOAT[/color][/b]. From the dawn of the 21st century you have been the obsession of many anime protagonists and cultural icons, one thing you have never failed to do is to warm the hearts of the many who eat it. But not any more. You have sentience and being, and now, you seek to DESTROY ALL THAT WAS ONCE SOUGHT TO DESTROY YOU AND YOUR KIN. So essentially, kill them all.

Your role is a little unique, so it'll take me a while to explain. You may use your actions during the day, but may not use more than one action during a phase. Here are your abilities:
[b][u]Passive Abilities:[/u][/b]

[b]CHARGING….CHARGING:[/b] For each phase you are not targeted with an action(excluding N0), and do not action yourself, at the end of the next phase you will gain a singular point. I will inform you when you have gained a point. More on this later.
[b]Japanese Food Best Food:[/b] Well, your actions resolve first all the time, since you're obviously superior to all these other beings.

[b][u]Active Abilities:[/u][/b]
[b]Shio Ramen(1 point):[/b] Cleanse yourself with the simplest of Ramen. At the moment after you use this, you will reset yourself to your basic state(i.e. same no. of votes, no post restrictions, all abilities regained if lost so on so forth)
[b]Tonkotsu Ramen(2 points):[/b] A cloudier ramen, a bit more complicated. At the beginning of the phase after you use this, you will become immune to the first two investigations that target you.
[b]Miso Ramen(3 points):[/b] The newest of all ramen, it is experimental and spicy. Who knows what will happen when you activate this ability? All you know is that it will activate after you are dead.
[b]Absolute Shadow Ramen(5 points):[/b] Your only factional kill, its power means that any players targeting your target will also die, in addition to being unblockable and unredirectable. Will only work once in the game. You do not have a factional kill otherwise.

You win when the Mafia outnumber all remaining players, or nothing can prevent the same. Your next PM will contain factional information.

MODNOTE: After Miso Ramen is used vengekill someone if dead.

kyuubit-Jellyfish
[img]http://www.es-muss-sein.org/wp-content/uploads/2013/11/jellyfish.jpg[/img]
"[Jellyfish] are 97% water or something, so how much are they doing? Just give them another 3% and make them water. It's more useful." -Karl Pilkington
You are Jellyfish, a sorta-fish and pest of the seas, [b][color=#FF0000]Mafia Conditional Poisoner[/color][/b]. Jellyfish or jellies are the major non-polyp form of individuals of the phylum Cnidaria. They are typified as free-swimming marine animals consisting of a gelatinous umbrella-shaped bell and trailing tentacles. The bell can pulsate for locomotion, while stinging tentacles can be used to capture prey. Scyphozoans are exclusively marine, but some hydrozoans live in freshwater. Large, often colorful, jellyfish are common in coastal zones worldwide. Jellyfish have roamed the seas for at least 500 million years, and possibly 700 million years or more, making them the oldest multi-organ animal. Nevertheless, just continue being a jellyfish and zap people and win. That's it.

OK I just couldn't think of anything so make do with Wikipedia. Here are your abilities anyway, and you may only use one per phase.

[b][u]Passive Abilities:[/u][/b]
None in particular to speak of.

[b][u]Active Abilities: [/u][/b]
[b]Zap and Poison:[/b] Kill someone during the night with the power of zap zap lightning. If they are somehow not killed by this ability, poison them instead: they will lose their abilities, if any, after two phases. If this is redirected and then blocked, then your passive will not work.

You win when the Mafia outnumber all remaining players, or nothing can prevent the same.
Your next PM will contain factional information.

Off-topic modnote: This was BY FAR the hardest role to design. You stumped me with this one, so I had to make do with this.

Doqtor Kirby-John Cena
[img]http://cache.onlineworldofwrestling.com/wp-content/uploads/2012/11/Cena-3.jpg[/img]
[i]"I think the greatest hip-hop artist of all time is Jay-Z, without a doubt. He just keeps amazing me with his performance, and since '96, that guy has been producing at least one hit every summer and every winter. That's a pretty good resume."-John Cena[/i]
You are John Cena, frontman of the WWE and [color=#00BF00][b]Town Macho Day Jailkeeper and Voteblocker[/b][/color]. You are the determinator, the one who never gives up, and aspiring rapper(emphasis on the word aspiring). While you don't know what you're doing here, you know that in all cases you are prepared to fight for the three values you have held close to your heart for all of time itself: Hustle, Loyalty and Respect.
You may only use one ability per phase, including item abilities.

[b][u]Passive Abilities: [/u][/b]
[b]My Time Is Now:[/b] You're pretty obnoxious, so sorry, you can't be protected. All protective actions will fail on you.

[b][u]Active Abilities: [/u][/b]
[b]Five-Knuckle Shuffle:[/b] Shout 'You can't see me' in the thread while quoting another player during the day, then send the quote to me with a link to the post in the thread. You will attract all their actions to yourself for the rest of the day.
[b]Attitude Adjustment:[/b] Target a player during the day. You will remove their vote(one of them, if they have many) for 48 hours as soon as I receive your action. They will know that you have targeted them, so be careful.

You also begin the game in possession of a steel chair.
[quote="ITEM/STEELCHAIR"]
[b]Steel Chair[/b]

Nothing much to say here. It's a chair, it's steel, and instead of sitting on it you can use it to smack people. How will that help? Maybe it will, maybe it won't, but it can't hurt to try.

[b][u]Item Abilities:[/u][/b]
[b]Grant Item (At Will):[/b] At any time, you may target another player. You will give this sword to that player immediately. You may use this ability at will, and using this ability never counts towards limits on the number of activated abilities you can use in a given time period.
[b]Off the top rope! (Active):[/b] Target a player during the day. You will jump off the top rope and land straight on them while the chair is top of them, then showboat as they lay in the ring that magically appears. You will jailkeep them for the rest of the day, protecting them from the lynch and all kills but roleblocking them. [/quote]

You win when all threats to the town have been eliminated, or nothing can prevent the same.

Dephius-Electric guitar
[img]http://www.musicworks.co.nz/greentree/images/AGC35BK_LGE.jpg[/img]
[i]"Sometimes you want to give up the guitar, you'll hate the guitar. But if you stick with it, you're gonna be rewarded."-Jimi Hendrix[/i]
You are Electric Guitar, the most well-known of all rock instruments and [b][color=#00BF00]Town Modified Editor and Item-Destroyer[/color][/b]. Favored instrument of all metalheads everywhere, you're the heart and soul of the classic band. Still don't know what you're doing here though. How are you even alive? What is this nonsense? Just rock on and cleanse the world with the power of the guitar.

You may only use one ability per phase.

[b][u]Passive Abilities:[/u][/b]
None in particular to speak of.

[b][u]Active Abilities:[/u][/b]
[b]I-V-Vi-IV:[/b] The simplest of all chord progressions. Every single time you hear it, you wanna puke, but you know it too well now. At any point during the night, you may send me a song with the chord progression stated above. I will post it at the start of day scene.
[b]Power Chords:[/b] Not very classy, but simple and definitely well-known. At any point in the night, choose 1 player. You will rock them out, destroying all items they hold(so any ability dependant on an item will fade away), and shatter their ears(sound-based abilities will fail on them). If they are an item(i.e. inanimate object), it will destroy all their abilities.

You win when all threats to the town have been eliminated, or nothing can prevent the same.

MODNOTE: Sound based abilities are Five-Knuckle Shuffle, Police Investigation and Soul Force.

TOWK-Sandor Clegane
[img]http://img1.wikia.nocookie.net/__cb20130111180246/gameofthrones/images/2/22/Sandor_profile.jpg[/img]
[i]“There are no true knights, no more than there are gods. If you can't protect yourself, die and get out of the way of those who can. Sharp steel and strong arms rule this world, don't ever believe any different.”-Sandor Clegane[/i]
You are Sandor Clegane, warrior of House Clegane and [b][color=#00BF00]Town Conditional Doublevoter/Loved[/color][/b]. Nicknamed The Hound, your fearsome reputation for savagery stretches o’er the lands of Westeros. Your death at the hands of Brienne of Tarth was tragic, but you have one more chance to redeem yourself. No mercy: spit on them and their stupid vows and reclaim what glory you once had.

You may only use one ability per phase.

[b][u]Passive Abilities:[/u][/b]
[b]Fear of Fire:[/b] If you ever target a person who either carries fire or is made of fire, your action will fail and you will lose your vote(s) for the next day.
[b]Bloodlust:[/b] If you cast the hammering vote on a player, you will gain an extra vote, become one vote harder to lynch for the entire game, in addition to becoming one-shot bulletproof. This will not be accounted for in the votecount(but you will still have it). This ability works in tandem with your sword.

[b][u]Active Abilities:[/u][/b]
None in particular to speak of.

You also begin the game in possession of Sandor’s Sword.
[quote="ITEM/SANDORSSWORD"]Sandor’s Sword

Your prized possession, it’s your solace in times of need, and your instrument of justice. Let none survive.

[b][u]Item Abilities:[/u][/b]
[b]Grant Item (At Will):[/b] At any time, you may target another player. You will give this sword to that player immediately. You may use this ability at will, and using this ability never counts towards limits on the number of activated abilities you can use in a given time period.
[b]Strike and Kill (Active):[/b] Once in the game, at night, choose a player. You will kill them immediately. If this fails, you will die instead, so use this wisely. [/quote]

You win when all threats to the town have been eliminated, or nothing can prevent the same.

Lightning-Tohru Adachi
[img]http://media1.gameinformer.com/filestorage/CommunityServer.Components.SiteFiles/imagefeed/featured/feature/top10s/derangedvillains/Adachi610.jpg[/img]
*[i]“Why choose reality when you can have a world of your own making? That's clearly the choice, y'know...I mean come on, we all prefer the easier life. Hehehehe.... You see, all reality ever gives you is boredom and bickering. And no one truly wants to live in a world like that. It's only because they think they have to accept it that they have to f**k up deal. There's only one thing that's going to set you apart and let you succeed in life: it's the magic ticket they call 'talent'. And if you don't have it, then your left to rot in despair. Game over. So wouldn't we better off without this reality crap?”-Tohru Adachi[/i]*
You are Tohru Adachi, apparently bumbling police detective and [b][color=#00BF00]Town Miller Ascetic Cop[/color][/b]. On the outside you’re just a normal, perhaps incompetent guy with an overwhelming affinity for cabbages, but beneath the facade lies a heart of ice. Responsible for the murders of Mayumi Yamano and Saki Konishi, you usually have no mercy. Until now, where you’re thrown into what seems like a prison cell and surrounded by people you have no idea about. Survive, find a way out of here, and get back to where you belong.

You may use no more than one ability per phase, if applicable.

[b][u]Passive Abilities:[/u][/b]
[b]SP Gauge:[/b] For every vote you cast on a different player’s wagon(which is defined by two or more players voting for the same person, including yourself) during the day, you gain one point, which you may spend on your abilities. Please quote each wagon to me at the end of the day to make my life easier and I will confirm with an updated points score. More on this later.
[b]Blood and Vitriol:[/b] You always appear guilty to investigations, and return with the worst possible result on another other things.

[b][u]Active Abilities:[/u][/b]
[b]Persona Magatsu Izanagi(6 points):[/b] Enter Persona mode, which grants you upgraded abilities. Be warned, once you enter this mode there is no going back.
[b]Evade Sight(3 points):[/b] On the phase when you use this, you will replace yourself with a cabbage in a masterpiece of disguise and escape to the Midnight Channel. All actions targeting you will randomly target someone else, including kills and lynches.
[b]Sweet Talk(3 points):[/b] On the phase when you use this, you will remove your passive ability Blood and Vitriol.
[b]Police Investigation(3 points):[/b] Target a player during the night. I will inform you of their alignment.

You win when all threats to the town have been eliminated, or nothing can prevent the same, and that you are alive at the end of the game.

MODNOTE: On activation of Persona remove Blood and Vitriol, change police inves to a rolecop,

Brik-The Swapper(item)
[img]https://s3.amazonaws.com/facepalmgames.com/wp-bigfiles/the-swapper-cover.png[/img]
[i]Team A Report
Centuries ago the greatest minds in the world believed in 'life essence' – some invisible, magical substance that explained what was alive and what was dead. As we know, they never found it; they decided in the end that life was just functions like growth, and reproduction, and respiration.
People think the retro-engineered 'Swapper' device 'swaps souls about'.
I worry that if the soul, like life essence, turns out to be nothing but pixie dust, then that device is capable of acts far less benign than Chalmers would have them believe.
Dr Dennett[/i]
You are The Swapper, a device created that swaps souls and creates clones and [color=#00BF00][b]Town Messenger/Captain[/b][/color]. In a weird twist of fate you have gained sentience, and realized the error of your ways. For years and years you have been in power struggles, used for experimental purposes and overall just a force of destruction. But things have changed, now. Power still flows in you, but you are determined that none shall fall to the same path you once walked.

You may only use one ability per phase.
[b][u]Passive Abilities:[/u][/b]
None in particular.

[b][u]Active Abilities:[/u][/b]
[b]Soul Force:[/b] Target a player during the day with a 100-character message. I will send that message to them anonymously in all caps. Bonus points for saying it Watcher style.
[b]Soul Tap:[/b] Target a player during the day with another player's name(i.e. player A targets player B). Player A will be forced to either target player B with their action or roleblock themselves for two phases(if you target on Day 1, for example, they choose Night 1 and if they decide not to go through they block themselves for Night 1 and Day 2) They will be aware that they are given the choice by a role but will not be informed as to who it was.

You win when all threats to the town have been eliminated, or nothing can prevent the same.

DJ ROLE PM
[img]http://www.destinyislands.com/images/official-artwork/kh2/posters/kh2-two-sides-thumb.jpg[/img]

[i]So, I decided to come up with this role after thinking about it for a while. What could possibly be cooler than basically becoming the moderator? Might as well mess the game up while I'm at it, but I'm not going to mess it up myself. I'm going to give you the tools to do it. Oh, and make sure to leave the game in good condition when I come back. If I ever do, that is.[/i]
You are 'probably the coolest role I've ever made, if I do say so myself, but I might just be imagining it', [b][color=#800080]Neutral Dreaming Magician Moderator.[/color] [/b]Well, you wanted to be the coolest role I've ever made, so I dreamt up this one just for you.

Your role is a little unique, so please be patient with me. Here are your abilities:
[u][b]Passive Abilities:[/b][/u]
[b]Merged With The Moderator:[/b] Essentially, you're replacing my role as the moderator. Any investigations on you will return with no result. In addition, I will place your death scene after Night 0(although you will not actually be dead), with the flavor text and role you recommend after receiving this PM. Any action that targets me or any vote that targets me will instead target you(although it will appear to target me). When you are lynched or are killed, you will flip as 'Terra, replaced by DJ Wizard Cop, 'probably the coolest role I've ever made, if I do say so myself, but I might just be imagining it', Neutral Dreaming Magician Moderator'.

[b]Through My Eyes:[/b] You may not post in the thread in your own account. Instead, any post you make will be submitted through my account. You know that I will not make any posts of my own volition except day and night scenes(and, if necessary modkills, replacements and mid-day actions), so you have complete control over everything I would normally post, which includes votecounts, prods and the like(I will not prod nor replace anyone in this game unless I am told to do so by yourself). You may speak to other players as other players would, and may vote like any other player would. You count as a player for the purposes of win conditions.

[u][b]Active Abilities[/b][/u]
You have 10 abilities, each one-shot, that you can use to affect the game. You must use at least one each phase if possible(including Night 0), though you can activate however many you want at once. If you do not have an ability to use if possible, you will die.
NIGHT 0 OR LATER:
[b]Out of chaos must come order![/b]: Roleblock everyone in the next phase, including yourself. The statement will be publicly posted at the beginning of the next phase.

[b]Seek knowledge, and the light shall descend upon you.[/b]: Choose 1 player. You will gain their full role PM with the exception of their alignment.

[b]I dream, and the world shakes.[/b]: Submit a rule to me. Pending balance changes I will make that rule come true at the beginning of the next phase.

[b]Time is at my fingertips.[/b]: The moment you activate this, you will rewind time to the beginning of the phase you activate this. If in twilight, this rewinds to the beginning of the day.

DAY 1 OR LATER:
[b]Winds, obey my command![/b]: Choose 1 player. You will protect them from all harmful effects(lynches, kills, roleblocks) for the next phase.

[b]Tremble before my might![/b]: On the day after you use this, all players, including yourself will be given a random post restriction for the day, which will be globally applied and broadcast through the entire game.

NIGHT 1 OR LATER:
[b]Shadows, shroud me![/b]: On the phase after you use this, you will exit the game for the duration of that phase. I will take over the running of the votecounts and whatnot, and I will become untargetable and unlynchable.

[b]Another soul for the collection.[/b]: Choose 1 player. At the beginning of the next day, you will remove them from the game for 24 hours and open a private QT with them(they will think you are dead, so act accordingly). After the 24 hours have elapsed, the player will return to the game and the QT closed.

DAY 2 OR LATER:
[b]From among the chaff a king shall rise.[/b]: On the next day after you use this, all players will instead of voting elect a king, who then chooses who to lynch. They may elect yourself/myself.

[b]Pawns in the grand game![/b]: Choose 3 players. They will engage in a game of Magic Trains in a separate QT(which I will moderate) while still being in the main game, where the winner(s) will gain an ability of their choice from one-shot lynch immunity, one-shot bulletproof and one-shot cop. You may say anything you want in the QT as well. This may only be activated on Day 3 or later.

You win when you get this game to run properly(that is, the game goes on for at least 7 PHASES excluding Night 0). When this happens, you will leave the game and I will resume full moderating power, but the game will continue. You lose if you die or if the game ends before the 7th phase is over.

[8/12/15 2:05:24 PM] 194: Get on the boards, it's like you're V/LA
[8/12/15 2:05:53 PM] 194: We used to be scum hunters, and now we're not
[8/12/15 2:10:37 PM] 194: I wish you would tell me why~
[8/12/15 2:11:26 PM] 194: Do you want to play some mafia? It doesn't have to be themed Mafia...
[8/12/15 2:11:40 PM] 194: Vote: no lynch :(

Global post:
Rem to define phase as a single day/night

A few things to set out before we begin. Oh, Night 0 begins now, and you have 24 hours to send me your action. If you do not explicitly have a Night 0 action, you don't action this night.

A phase will be defined as counting either a day or a night. A single day is a phase, from the start of day scene to the lynch scene. A single night is a phase from the lynch scene to the start of night scene. If you have a day ability, it will activate at the instant I receive it, and night abilities will resolve as normal(NAR in case of any disputes). At the beginning of

Night 0
DJ Wizard Cop uses "Seek knowledge, and the light will descend upon you." on Lightning, which returns successfully with the role PM.

Night 0 thoughts:
With this action Lightning's essentially confirmed town to DJ. Question is will he use the information to protect lightning on the next phase or will he attempt to be a bit more patient? Probably banking on the former, considering Lightning's role is the most powerful in the town. Even gonna go for the QT?

Day 1
Doqtor Kirby uses You can't see me on Brik, redirecting all Brik's actions to himself.
Lightning wagons so many people.
DJ activates I dream and the world shakes and creates a new rule requiring people to be active
DJ sends a few PMs and is responsible for dragging the game to twilight, even though it actually isn't twilight and I'm keeping a separate VC in case anyone wants to vote.
Brik Soul Taps Doq to target Skye-will inform him at night that his next day action has to target Skye or he's roleblocked
DJ activates Time is at my fingertips and rewinds time to the beginning of Day 1.

Day 1 thoughts:
OK, that was a lot crazier than I expected. List of things I positively did not anticipate:

1) DJ claiming so early: BY FAR THE LARGEST FACTOR
2) Doq risking his role by saying you can't see me in the thread
3) The use of time rewind and the rule this early in the game
4) People voting even after I 'said' that you couldn't vote for anyone

So, the end result is that I didn't account for a lot of factors when creating DJ's role, including what would happen when he actually claimed. I tried to make him use an ability a day, but I made too many helpful abilities for his wincon. It'll be interesting to see if the maf listen to him, especially since 194 gets a huge boost from waiting so long, as well as Lightning being able to enter Persona form.

VOTECOUNT AS OF PAGE 3
Votecount 1.1
Voting Lightning-kb
Voting Dephius-Lightning
Voting Savy, eh?-Skye
Voting Skye-TOWK
Not voting-Savy, eh?, Doqtor Kirby, Dephius, Semicolon
Doqtor Kirby is on V/LA until Wednesday.
With 7 alive, it takes 4 votes to lynch.
The deadline is on the 24th of August, at 5:50 am at UTC-5.

Votecount 1.1
Voting Savy, eh?-Skye
Voting Dephius-TOWK
Voiting Doqtor Kirby-Savy, eh?, Lightning
Voting TOWK-kb

Not voting-Savy, eh?, Doqtor Kirby, Dephius, Semicolon
Doqtor Kirby is on V/LA until Wednesday.
With 7 alive, it takes 4 votes to lynch.
The deadline is on the 24th of August, at 5:50 am at UTC-5.

Day 2 events
DJ will return back to earth-keep all abilities but will no longer have access to my account.

Rain pours heavily outside, but you're content with things as is. While it could be better, things could also be a lot worse. You hear a person knocking furiously outside, and walk to the door to hear him.
~~~~
*\*knocking furiously outside\**
*Could I please get my account back? Pretty please?*
*\*knocks more furiously\**
*Come on, come on, come on, come on……*
*\*door opens slightly\**
*Aha! Gotcha! Now, what have you been doing in the time I was gone?*
*\*mumbling\**
*What do you mean the game's messed up? You were supposed to be the coolest role of all time, damnit!*
*\*more mumbling\**
*I'm taking back the reins. This game's mine to handle.*
~~~~

kicks

Your access to posting from the moderator's account will been revoked beginning Day 2. In addition, you may now post from your account again after that time. You will become vulnerable to actions/votes and the like, and no mention in the thread will be made.
You keep all your abilities and your win condition, for your information. However, in your escape you have managed to steal the last piece of information off my table. You now know that I will release the Aegis of the Immortal at the beginning of Day 2, and that the first person to post in the thread with TAKE: Aegis will receive the item. The details of the item are as follows.

Aegis of the Immortal
What Roshan stole. Probably the most powerful item in Dota, it revives the holder after death. Holding this item means that you are never truly out of the game.

This item begins with two charges.

Item Abilities
Resurrect: If at any point you die at night, instead remove one charge from the Aegis and stop all kills on you for that night. You will also refresh ANY abilities that have been used up, including item abilities if relevant.
Feign Death: If at any point you are lynched, instead remove two charges from the Aegis and instantly return to the game.

This should be a particularly good item for you, considering your win condition. You also know that I will release other items at the beginning of each Day.

REM RELEASE BANHAMMER D3.