

Random Idea Mafia

The World's dumbest Mafia setup

Version 2!

WARNING: This setup is **BASTARD and not intended for deep strategy and cunning. More blind luck and stupid fun.**

Key Concepts

- There are no 'roles', as such. There is no cop. There is no doctor. There is no vigilante.
- Everyone has an alignment. Everyone may have a number of modifiers.
- Everyone has a day and night action. Day actions resolve immediately (Read: As soon as the mod gets them and acts upon them), night actions are resolved in the normal manner. When performing a night action you must choose whether to perform a 'nice', 'neutral', or 'nasty' night action.
- Your alignment has an effect on if your actions succeed or not.
- You are told what your action resolved as.
- You are told what actions are done against you. (but not by who)
- All hail the RNG.

'Role' Assignment

- Everyone gets an alignment. See the *Alignments* section for more information.
- Everyone gets a modifier. They have a 25% chance of being given an additional modifier, which itself has a 25% of carrying an additional modifier, and so on.
 - The 25% chance of stacking also applies each and every time you acquire a new modifier!
- 'Roles' are rolled until a valid setup (i.e. One that doesn't end instantly) comes up.

More Information

- These points are personal to me. Different mods may run different things. They may even have different night action lists or whatever.
- **Lynches:** Resolve using the 'Plurality of votes' method. In case of a tie it is randomly rolled as to who is lynched.
- **Night Actions:** Resolve with [Natural Action Resolution](#).

- The number of **Town** v **Not-Town** is published every **day** phase.
- You can target yourself.
- I am using [the following Python program](#) to choose roles and actions.

Alignments

- **65% chance:** Town - You win by eliminating the Mafia.
- **25% chance:** Mafia - You win by outnumbering all other players. **The Mafia do not get an inherent night kill!**
- **5% chance:** Independent (Survivor) - You win by surviving the entire game.
- **3% chance:** Independent (Jester) - You win by dying by the noose. The hammerer has a 75% chance of dying.
- **1% chance:** Independent (Guardian Angel) - You win if **<<RANDOM_OTHER_PLAYER>>** survives the entire game.
- **1% chance:** Independent (Revengealist) - You win by outliving **<<RANDOM_OTHER_PLAYER>>**.

Actions

- When performing an action, you must specify a target. (Unless you are reflexive)
- If a percentage chance is not supplied, it is equally as likely as all other actions in that group without an explicit percentage chance.
- Even if your action resolves as 'nothing' you still 'visit' your target.
 - (this is important for resolution of modifiers such as paranoid gun owner or reflexive as well as if you are tracked or your target is watched)
- **Day Actions**
 - **60% Chance:** Nothing
 - Kill
 - Grant Modifier
 - Remove Modifier
 - Govern - **Day ends immediately with no lynch, does not work if Kings are present.**
- **'Nice' Night Actions**
 - **25% Chance if Town or Mafia aligned:** Nothing
 - Doctor
 - Watch
 - Kingmake - **Target comes a King for the next day, if Kings are present, only Kings can vote. It is announced that there are Kings, but not who they are. They vote privately.**

- Recruit - **Alignment changes to that of source. Town recruitment (silently) fails if the target was ever Mafia.**
- Investigate
- Investigate
- Bodyguard
- Masonise - **Target gets the Mason modifier.**
- Hide Behind - **You hide behind the target and are untargetable. But if the target is killed you die too.**
- Commute - **Target becomes untargetable to everyone else that night.**
- **'Neutral' Night Actions**
 - **25% Chance:** Nothing
 - Grant Modifier
 - Remove Modifier
 - Reroll Modifiers - **Removes all modifiers than grants (at least) 1.**
 - Swap Modifiers - **Swaps your modifiers with that of your target's.**
 - Track
 - Loverise - **Grants target Lover modifier.**
 - Lightning Rodise - **All actions that night are redirected to your target. Those with redirected actions are not informed.**
 - Investigate
 - Jail
- **'Nasty' Night Actions**
 - **50% Chance if Town aligned:** Nothing
 - Kill
 - Kill
 - Kill
 - Strongarm Kill
 - Treestump - **Treestumps are functionally dead but can still talk (no PMs!).**
 - Roleblock
 - Jail
 - Watch
 - Track
 - Grant Modifiers
 - Remove Modifier
 - Clear Modifiers
 - Loverise - **Grants target Lover modifier.**
 - Silence - **Target cannot talk next day, but can still vote.**

Modifiers

- One-Shot Bulletproof
- Bulletproof
- Acetic - **Immune to all actions except killing/treestumping and modifier actions.**
- Weak - **Die if you target a hostile, to you, player. Mafia are hostile to Town, Town are hostile to Mafia. Jesters are hostile to everybody. Revengalists are hostile to their target.**
- One-Shot Paranoid Gun Owner - **You kill (or attempt to) everyone who visits you during the night. On first being triggered this modifier removes itself.**
- One-Shot Unlynchable - **As next entry, but only once.**
- Unlynchable - **You cannot die by the noose.**
- Angelic - **Appear as Town to investigations.**
- Miller
- Lonesome - **Appear as Independent to investigations.**
- One-Shot Compulsive Reflexive - **Your next night action is reflexive. (see next entry)**
- Compulsive Reflexive - **Your night action is reflexive. Instead of you targeting someone it happens against everyone who targets you. You must still choose nice/neutral/nasty.**
- One-Shot Mirrored - **As below. You choose whether to active this each night. On use the modifier removes itself.**
- Mirrored - **Actions performed against you resolve if they had been performed on the performer themselves. Except modifier-affecting actions.**
- Mason - **Masons all know each other and can PM each other. Mason has no bearing on alignment.**
- Lover - **Lovers all die together.**
- Vengeful - **If you are lynched you may instantly kill someone else.**
- Compulsive - **You must use your night action every night.**
- <<RANDOM_OTHER_PLAYER>>'s Doppelganger - **You appear as <<RANDOM_OTHER_PLAYER>> would when investigated.**
 - If doppelgangers loop investigations fail.
- Nocturnal - **You can perform two night actions, but no day actions.**
- Diurnal - **You can perform two day actions, but no night actions.**
- Vanilla - **You can perform no actions**
- Voteless - **(Kingship overrides votelessness)**
- Suicidal - **You have a 25% chance of dying each night from night 2 onwards.**