

Murder in the Mist: Mafia Chat

Bertie
GNIPs

Hello, my fellow scum mate.

Hi! What role are you? I'm a Bloodseer - I get a rolecop power when I night kill a night action role.

Speaking of that, whom should we target? I would go after either Ebon, Pod, or maybe some of the quieter folks, like Mad. Pod or Ebon to fuel the fires between them, but I think that that is a long shot and unlikely to work. Ebon may still be a good choice as a nosy/good player (nosy in that he is good at digging into playstyles). He also considered us lightly town though, so we may want to keep him around as an ally.

On the other hand, Pod gets scummy vibes from us (annoying how every time I am in a scum team recently, they peg us D1), so we might want to kill him because 1) it removes a stated enemy, 2) people will assume it was meant to frame us/double-triple-x bluff town.

Mad et co is an option for lack of ties. The Callum also presents himself, but he was stated as being anti-clon, which may backfire by making people consider clon framed and thus town.

Also, beware of LTD and the dead. Collectively, they have one vote, so we don't want too many of our enemies on the dead side without an even balance of allies.

I'm a 1-shot Mist Maker. I can roleblock non-lethal night actions. I'm planning to save it for N2. Not that I disagree, but any particular reason why N2 specifically?

It can block doc and cop type roles. I sorta doubt we're getting scanned tonight, unless Pod has a cop type role, he seems to be the only one to suspect us.

I think Ebon has really set himself up for hanging this time. I would prefer to kill Madaghmire tonight

OK, so Pod or Mad. If you don't think Pod is a high risk, then we could go for Mad as a particularly good player. Does he have any links with others that would indicate something is amiss with his death? Often times I find that town reads into kills intentions that the scum never considered, yet which somehow point directly at them. . . at least, that is how it is when I am scum. . . :(

We can still think about it, no need to do it now. I feel like Madaghmire gets killed D1 A LOT, just b/c he's such a good player, and he doesn't suspect us so I don't see how it could backfire on us. It may backfire on Ebon, who claims that clon and Mad are teaming.

Yeah, poor Mad. Hardly gets to play. Well, it may backfire in that they think scum chose a 'safe' target, so instead of framing, it becomes anti-framing. I.e. 'Who looks least involved?' 'Bertie and GNIPS' 'Hmmmmm' = End of Game. But yeah, I see your point.

I know we don't need to rush, I like narrowing down options quickly though. I recommend that I do the kill, so that on the off-chance that Mad is a night action role, I can get a rolecop scan, which I intend to use on Pod to see how much of a threat he really is to us. **Makes sense.**

Also, Ebon's worry about an Arsonist has intrigued me. Why does he suggest that? Aside from pulling it from the same place as you pulled lie detector (Man, I really hope there isn't one in the game), can you see any particular reason for it? **I feel like I shouldn't have brought up lie detector. I was just trying to make discussion so people wouldn't think I was scummarining.** Well, on the plus side, you made Ebon really mad about something that seems insignificant, so maybe that will help him be lynched.

Um, I don't know why he said Arsonist, but I have thought there's probably a third party role myself. But that's because I know there's only two scum, Ebon doesn't know that. However, I think I could use the Arsonist stuff against Ebon, like how can he be that sure?

Yeah, 3rd party seems likely. Given the proliferation of arsonists recently, I suspect something more along the lines of a poisoner/serial killer.

Also Jabba, when does the RC scan kick in? After you have verified the kill but before start of day? After start of day? After I input the order? Will I have time to hand it in to Bertie, or will the chat be closed before I can if I get the result too late?

Immediately after I verify the kill. Day will break once you have decided how to use it.

One reason to consider not killing Mad, though, is that he's more likely to get protected on N1 than most players too. Although he hasn't been in this game much.

Good point. Given his famed N1 fatality rate, he's a good n1 target.

Let's make a list of the players and put up their pros/cons.

Pod -

PROS: Suspects us. Killing him will remove a potential vote. It also may reflect badly on Ebon, given his D1.

CONS: He'll probably vote against us in the afterlife. His death may point to us as his main suspects (along with clon).

Ebon -

PROS: May reflect badly on Pod. Considers us town, so why would we kill him?

CONS: Removes an 'ally'/friend. Town might save us the effort.

Mad -

PROS: Good player, removes a dangerous opponent. Suspects Ebon, his death might be used to frame the latter.

CONS: Clears Clon as far as Ebon's clon/Mad theory goes. Is likely to be protected by the doc tonight, for lack of a better target, seems to agree with us/might be more likely to consider us town.

Clon -

PROS: Suspects Ebon, his death might be used to frame the latter.

CONS: Clears Mad as far as Ebon's clon/Mad theory goes.

Callum -

PROS: Unconnected from other players, no obvious links to anybody for clearing/condemning. Didn't prefer to lynch LTD, might be used as evidence of towniness.

CONS: Didn't do much, might be attacked for scummaring/hampering the vote.

Matt -

PROS: Not tied with anybody.

CONS: ?

I think Matt could end up hanging if we leave him alone.

Cal -

PROS: Good Player. Maybe we'll kill him later.

CONS: Scummarined, might be lynched for it. It does feel like he is scummarining. I seriously wonder if he is third party.

LP -

PROS: People think he's town. He actually seems like a good candidate too.

CONS: ?

Feel free to add stuff I missed.

I'm going to get some groceries. I'll be back in an hour or so. I probably will be absent by the time you come back, so I'll finish up the list and jot down any thoughts I may have. I may not be back for 15+ hours, we'll see.

OK

It occurs to me - you could use your ability tonight, thereby clearing the way for Mad's death and preventing Pod or anyone else from scanning us, just in case. That way, we get our target and are safe. What do you think?

Also Jabba, could I put in an advance request for my role cop scan on the off chance I get it? If so, I'd like to request that Pod be scanned.

Yeah, that's okay.

Another reason I had for waiting until N2 to use my ability is if town pushes someone to claim on D2, and it's a power role, we could override doc and guarantee an NK.

But there is also a risk that the cop could scan one of us tonight and then it's over. Or the cop might scan Ebon or Pod and clear them as town, making our lives more difficult later on.

I am leaning towards using the Mist Maker ability tonight and killing Mad or LP. I don't see any downsides to killing LP either. I don't think he will vote us in the afterlife.

If you're OK with it GNIP I will make mist and you can kill someone.

Oh, another thought that I had, was who do you plan to hang? We should probably go after two different targets this time. I was planning to go after Ebon.

I hadn't thought about it. Normally, I go for who ever seems the most vulnerable/scummy. So, Cal, for scummaring, Ebon for his aggression, TheCallum for their post content. . .

Probably Cal or Callum (the 2 Cals :D).

I'm good with it. You do the Mist, and I'll do the order on LP, in case Mad's survival affects his towniness for our benefit. I am not sure order matters, but just in case, I suggest you do the mist first.

Roger Roger.

Hey Jabba, ##Make Mist

##Kill LP

The rolecop scan triggers; PodRacer is the shaman. Chat is closed.

Is it open?

If so, great!

Bertie, I think we should kill Pod and scan Cal, who I assume is the cop.

Also, you or Callum are almost certainly going down next turn, as Cal is the cop, Matt and Ebon are practically confirmed town, it leaves you, me, Mad and Callum. I haven't been suspected so far, but that will quickly change as the numbers go down.

Granted, you and the callum defended clon, so maybe I will be tomorrow's main target. Either way, I think we have to prepare for 1 scum on N3. Ideally, the next target is Cal, assuming he turns out to be the cop, so that he doesn't spill the beans (though by D3 he'll have 2 scans, so may anyway, especially with the doc dead). This means that he may reveal both of us, either by process of elimination or actual results.

Thus, it may be worth it to try to kill him tonight, but I suspect that Pod is going to protect him now, so it would be a wasted effort. Either way, he needs to go down ASAP.

Happy Birthday, guys. To remedy the issue with Matt and Ebon, two random townies will be effectively silenced tomorrow. Mafia may choose to be one of them or simply choose to play along (or play their normal game of course.)

What do you mean, 'silenced'? And How does that affect anything (aside from votes)?

If they can't communicate they can't push you. If you can't communicate nobody will accuse you of scummarining.

Huh. Bertie, what do you think? Silence? Talk? We may get lucky and have the cop silenced. I assume it will be announced at the start of day that certain players will be mute? Also, presumably, by name?

It will be announced, but not by name or number.

Interesting. So nobody will know if somebody is scummarining or actually mute?

Yep. There are slight cues you may follow; they will be talking in birdsong, in a *non-communicative* fashion, so I expect they'll choose not to talk.

Cool. Can't they game that with a 'chirp' = agree, 'chirp chirp' disagree sort of thing?

I will add the following conditions: "cheep" is the only word they may use, it may not be used as part of a code, no links, no bolded, italicized or otherwise modified text except standard capitalization.

Also, I assume, no images.

No images, no videos.

OK, so it really is meaningless, but just to show that you are present. Hmmm...
I definitely don't think we should both agree to it (or is it just all of mafia join, none joins?)

If it's all-or-none, I'm not so sure it is a good idea, as then we are fully at the mercy of town. If it's some, then it may be a good idea for one of us to be muted, so that we can seem townish. . . is it specified that only town is muted?

No. Which also means you can push defenseless targets, not that it's necessarily a good plan.

I don't know if anything I can say tomorrow will save me, GNIP, so it might be better for me to stay silent rather than talk.

I really wanted to push Ebon or Matt D2 but they really threw a wrench into things.

I totally agree on killing Pod tonight and scan Cal. He's probably a cop.

Jabba so people can only use the word "cheep," only use it once per post so that they don't do "cheep cheep" as a code? Also, can people react to other people's posts with emojis, a la emojigate from Ebon's Hitchhiker game?

No reactions, no code, no attempts to communicate concepts deeper than "cheep." And that was legal, as I wasn't dead and didn't have illegitimate knowledge.

Got it. GNIP, I think I'm gonna sit this day out and just cheep along, if you're cool with that. You can throw shade on me and vote for me if it's necessary to save yourself.

Will 4 votes still be necessary to lynch?

Assuming 6 or 7 of you wake up. <- How ominous. . . Second arsonist, dun dun dunnnnn! =P

OK. So can silent players vote?

I am going to input my kill order now then, I guess. Any objection Bertie? That's fine. Also, I'll scan Cal, Jabba.

##kill Pod
Scan Mad (is there a special ## command for that?)

Nope, works fine. Mad is a vanilla sister. Oh shoot! I meant Cal. Oh well, same thing, we're sure he is the cop. . . .

Kill Caldias tomorrow night then! Silent players cannot vote, correct?

No, they can vote. Which is their one hope of communication. It doesn't offer any context, though.

Oh. Hmm. I was hoping two town votes would be silenced. Oh well, I think I will still be a bird tomorrow.

Very well.

If GNIP doesn't wake up alive can I change my mind?

Turns out that's not an issue today. Chat is closed.

Hey Jabba, I saw that you said that voting was our "one hope of communication" in the nightchat but I think I missed the rule in the day start post that we couldn't use the vote to communicate.

So GNIP, still kill Caldias right?

But then Mad is the only person we can possibly frame. Oh well. I think you need to vote for me tomorrow. I will likely die tomorrow, unless someone foolishly votes a town, and we both vote immediately.

I feel like if I try to attack Mad, people will suspect you later, but if I attack you people won't buy it either. Maybe I should say I haven't gotten scum vibes from either of you, and I really have no idea who it could be, so I will wait for the Spirit vote to show up. Then I could vote for whoever the Spirits vote.

I'm curious to see who the Spirits vote for now. In the past two days the vote has shown up around 12:00 or 1:00 p.m. EST. I'll keep an eye on it.

Yeah,

##kill Caldias

And scan Matt, just in case

I think Mad might be frameable, given that both Ebon and Mad wanted to lynch him, but it will be tough. Most likely, you die tomorrow, I kill Ebon, and Matt and Mad vote me the next day. The spirits could put a swing on things though, so we definitely have to keep an eye out for them. I am really puzzled now as to why LP was fireproof, unless Matt really is the arsonist. . . One issue with framing mad is that he unvoted Ebon based on the 'eager' keyword, but I believe he did so after Matt, so if somebody does bring it up, that could be used as an explanation.

As for whom to attack, you could just be leary of us both. That way you aren't clearly protecting/distancing yourself from one of us.

Another thing to consider - given that we have had scan results every night, we could claim cop, if we really needed to and nothing else was likely to save us.

So far, there is assumed a certain duality.

2 Scum

2 Arsonists

We could then say that it continues:

2 Cops

1 Doc with 2 Protects (so essentially 2 Docs)

It only breaks down with the vanillas (3 in this case) and the Vigilante. . . Also, we'd have to remember to claim to be blocked D1, so our scans were N1 - scan Pod, no result, N2 Mad (accidentally, wanted Cal) Town, N3 Matt - truth or make up something condemning, like arsonist.

Since Mad hasn't been cleared yet, we would have to consider whether we wanted to frame him or Matt.

We could say that we failed to get a result on Mad, which then points to something inherent in his role causing the disruption, or we could try framing Matt.

Of course, the issue with framing Matt is that he was the one who started KeywordGate, so he is practically confirmed Town.

Which leaves us, regardless of whether or not one of us claims cop, no choice but to go after Madaghmire. . .

Jumping in with a vote on town to grab the win is tricky as it requires precise timing. One could easily miss the window, resulting in the other outing himself. We would have to make sure that both of us are posting at the same time to pull it off. Or, of course, one of us could vote Mad saying 'Maybe,' But make sure to not do it too eagerly/soon, and the other could then wait for a townie to vote. The danger here is that whoever votes first will likely be seen as scum. . . so maybe we can use that to our advantage? Target the first person to vote? Not with a vote of our own, obviously, at least at first.

Sneaky. I am usually hesitant to vote, so that works for me.

I will not claim cop. You can take that role.

OK. I'll save it as a last resort.

Matt is vanilla.