
The Feast of the Yomi Purge

The Feast of the Yomi Purge is a game in the style of Mafia/Werewolf/Town of Salem, overseen by a single game master.

Preparation:

- The players are split up into two main groups: the “Humans” and the “Wolves”.
 - Each player will be privately informed of their group and role.
 - The goal of the Humans is to find and eliminate the Wolves.
 - The goal of the Wolves is to survive the Feast and kill all the Humans.
- There are 5 special roles that each Human can be assigned, titled as “Guardians.”
 - **The Snake:** Can select one player each afternoon to investigate. In the morning, they will be informed whether or not their target was a Wolf.
 - **The Spider:** Can select one player each afternoon to protect. They may not select themselves. If the Wolves choose to kill the player the Spider has protected, the target will have been spared for the night.
 - **The Monkeys:** There are two of this role, and each Monkey will be privately informed of who the other Monkey is. The Monkeys have no special abilities, other than the knowledge that there is one other person they can trust.
 - **The Crow:** If a player was executed during the day, the Crow will be informed the following Morning if the executed player was a Wolf or not.
 - **The Badger:** The Badger is a Human defector to the Wolves. They will initially be told that they are a Human, but on the first night they will be informed of their true role: the Badger. The Badger is informed of who the Wolves are, and win with the Wolves instead of with the Humans.
- There are 2 extra roles that can be assigned to players at the game master’s discretion:
 - **The Shiba Inu:** The Shiba Inu is a counteragent to the Badger. Each afternoon, the Inu can select one player to investigate. In the morning, they will be informed whether or not their target player was the Badger.
 - If the Inu finds the badger, they may then pull out their gun and shoot the Badger, killing them, at any point during the Day.
 - If the Wolves manage to kill the Inu during the night, however, the Badger retrieves the Inu’s gun, and the Badger may then shoot and kill anyone during the Day, but loses the gun afterwards.
 - **The Fox:** The Fox is an agent of chaos, and sides with neither the Humans nor the Wolves. The goal of the Fox is to have all but themselves and one Human left alive at the end of the game.
 - These extra roles should only be used for larger games, with around 15 or more players.

Gameplay:

- There are 4 stages of gameplay:
 - **Morning:** During the Morning, the players will wake up. The Crow will be informed of their results, and if a player was killed during Night, their body will be found during this time.
 - **Day:** During the Day, the players will convene in the Meeting Hall to discuss. They may decide to execute a player during this time, which requires a majority vote in order to go through.
 - Each player must be given a chance to speak without interruption at least once during this time.
 - Once a player has been executed, the Day ends, and the Afternoon begins.
 - **Afternoon:** During the Afternoon, discussions will continue for a short while longer, and the appropriate Guardians will select their targets.
 - **Night:** At Night, the Humans go to sleep, and the Wolves awaken. The Wolves will discuss amongst themselves who to kill that night, and if their target was not protected by the Spider, their target will be found dead in the morning.
- The win conditions for each side are as follows:
 - **Humans:** The humans win once all the Wolves and the Fox (if playing with it) are eliminated. The Badger does not have to be eliminated for the Humans to win.
 - **Wolves and Badger:** The Wolves and Badger win once all other players are eliminated.
 - If the Spider and Fox have been eliminated, the Wolves and Badger may win if they outnumber the Humans in the Morning.
 - **Fox:** The Fox wins once there are only 2 players remaining: the Fox and a Human.
- DMing other players during the game is strictly forbidden.
- Any player found violating the rules or otherwise breaking or ruining the game will be consumed by the Mist and be removed from the game.

Time Limits:

- **Morning**
 - The Morning ends immediately after the results and death notice are sent out.
- **Day**
 - The Day lasts 5 minutes for every 4 players remaining in the game, rounded up, capping at 30 minutes at 21 or more players.
 - For example, 8 players remaining would have 10 minutes, while 9 players remaining would have 15 minutes.
 - Each player must be given a chance to speak without interruption at least once during the Day. The Day can be extended beyond the normal time limit for this, if necessary.
 - Once an execution target has been selected, the targeted player must be given time to defend themselves without interruption before the vote to execute them goes through. This can extend the Day beyond the normal time limit, if necessary.
 - After an execution goes through, the Day immediately ends, and the Afternoon begins.
- **Afternoon**
 - The Afternoon lasts for 3 minutes.
- **Night**
 - The Night lasts for 4 minutes.