Magic is Real v1.0.0 *by Sir Felneus*

Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



General
Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



King
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Town Crier
Each night*, you learn if a Minion nominated today.



Oracle
Each night*, you learn how many dead players are evil.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Choirboy
If the Demon kills the King, you learn which player is the Demon. [+ the King]



Atheist
The Storyteller can break the game rules & if executed, good wins, even if you are dead. [No evil characters]



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Sweetheart
When you die, 1 player is drunk from now on.



Plague Doctor
When you die, the Storyteller gains a Minion ability.

MINION



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Ojo
Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.



Zombuul
Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Lleech
Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. King
7. Lleech
8. Godfather
9. Devil's Advocate
10. Pixie
11. Amnesiac
12. Fortune Teller
13. Noble
14. Balloonist
15. General
16. Dawn

FABLED, JINXES & LORIC

Summoner & Zombuul

If the Summoner summons a dead player into the Zombuul, the Zombuul has already 'died once'.

FABLED

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Devil's Advocate
3. Lunatic
4. Lycanthrope
5. Zombuul
6. Vigormortis
7. Lleech
8. Godfather
9. Sweetheart
10. Choirboy
11. Amnesiac
12. Fortune Teller
13. Town Crier
14. Oracle
15. Balloonist
16. King
17. General
18. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Magician**

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **King**
Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.

7  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

8  **Godfather**
Show each of the Outsider tokens in play.

9  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

10  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

11  **Amnesiac**
Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12  **Fortune Teller**
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

13  **Noble**
Point to 3 players including one evil player, in no particular order.

14  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

15  **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

16 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Devil's Advocate**
The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.

3 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

4 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

5 **Zombuul**
If no-one died during the day: The Zombuul points to a player. That player dies.

6 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

7 **Lleech**
The Lleech points to a player. That player dies.

8 **Godfather**
If an Outsider died today: The Godfather points to a player. That player dies.

9 **Sweetheart**
Choose a player that is drunk.

10 **Choirboy**
If the King was killed by the Demon, wake the Choirboy and point to the Demon player.

11 **Amnesiac**
If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.

12 **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

13 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

14 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

15 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

16 **King**
If there are more dead than living, show the King a character token of a living player.

17 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

18 D **Dawn**
Wait for a few seconds. End the Night Phase.