

## Choose Your Own Magic – CYOM4

This latest incarnation of Choose Your Own Mafia is a magic-themed game where players can build their character as play progresses. There is a day and night phase which together make up a cycle.

When play begins, pick your first level-one spell in one of the schools of magic. The mafia can co-ordinate during character creation.

### **GOOD**

- 1. Protect | Cure**
  - 2. Motivate | Santa**
  - 3. Bodyguard | Abduct**
  - 4. Resurrection | Karma**
- Completion Bonus: Paragon of Health**

### **EVIL**

- 1. Wound | Delay**
  - 2. Poison | Necromancy**
  - 3. Kill | Blackmail**
  - 4. Infect | Vote Steal**
- Completion Bonus: Vindictive**

### **TRUTH**

- 1. Track | Patrol**
  - 2. Restore Votes | Spell Seek**
  - 3. Carbon Copy | School Seek**
  - 4. Inspect Alignment | Autopsy**
- Completion Bonus: Circumspect**

### **LIES**

- 1. Randomise | Changeling**
  - 2. Redirect | Copycat**
  - 3. Bus | Change Order**
  - 4. Cupid's Dart | Reflect**
- Completion Bonus: False Identity**

### **Levelling**

Each player gains a level if they survive the day. On gaining a level, a player chooses a new spell. They cannot pick a spell from an opposing school of magic from one they already know spells from (Good is opposite to Evil, Lies is opposite to Truth). They can pick any level 1 spell from a non-opposing school, any school from the same level as a spell they already know, or any higher level spell if they already know a preceding spell in the same school.

*For instance, if a level 2 player knows Randomise and Redirect, on gaining their third level they can pick a higher level Lies spell (Bus or Change Order); OR they can pick a spell at a level they already known in Lies (Changeling or Copycat); OR they can pick any level 1 spell in the schools of Good or Evil.*

If a player knows at least one level 1, 2, 3 and 4 spell in a school, they gain the completion bonus listed, which is a passive ability.

### **Blood Magic**

At any time, a player can harm themselves to perform blood-magic casting. Blood-magic gives more flexibility in casting spells, but comes at a cost. If a player takes two harm during the same cycle, they will die. The spell is still cast even if the player kills themselves this way.

Instead of harming themselves, a player can forget a spell that they know for the same effect. A forgotten spell is removed from their list of known spells. A spell forgotten in this way can be taken again on gaining a level. One-shots can also be permanently forgotten.

Twin-casting: Cast the last spell you cast for free against a different target.

Level-casting: Cast a different spell you know at the same level as your last spell for free (you may pick the same or a different target).

Self-casting: Self-target your next spell.

Day-casting: Your next spell can be cast during the day.

Speed-casting: Your next spell resolves before all other non-speedy spells.

Slow-casting: Your next spell resolves after all non-slow spells.

True-casting: Your next spell infallibly hits its intended target (team kill limits still apply).

Silent-casting: Your next spell cannot be spotted with Patrolling, Tracking, and it cannot be Copied.

### **Resolution Order**

Spells are resolved in the following school order:

**LIES → GOOD → EVIL → TRUTH**

Where there is a conflict, higher-level spells resolve before lower level spells.

### **Alignments**

All alignments can win while dead. Usually there'll be 3 mafia, 2-4 third parties, with the rest of the players playing town.

### **College (town)**

You win when all the mafia are dead.

### **Cabal (mafia)**

You win when the town cannot win. Cabal have a private quicktopic.

### **Specialists (3<sup>rd</sup> party)**

Players who are 3<sup>rd</sup> party can pick which kind of 3<sup>rd</sup> party they play.

DREADLORD – You can only pick spells from the Evil school, but you start at level 2. You win (and leave the game) when over half the players in the game are dead.

HEALER - You can only pick spells from the Good school, but you start at level 2. You win if half the players in the game are still alive at the beginning of Day 4. You will leave the game at this point regardless.

ILLUSIONIST - You can only pick spells from the Lies school, but you start at level 2. You win (and leave the game) if a 3<sup>rd</sup> of the players are killed by members of their own team (suicide, mislynching and bussing counts).

JUSTICAR - You can only pick spells from the Truth school, but you start at level 2. You're a town-ally and win when the town wins.

### **Team Kill Limit**

If a player is killed as a result of a spell (as opposed to a lynch or blood-magic), all other players in the same team will be immune to spell-based death until the next phase. Vindictive deaths don't count towards the team kill limit. This means that the scum team can kill at most two players per cycle if they kill during the day.

### **One Shots**

One-shot spells do not count to the one-spell-per-night limit and are used up once they are cast. They appear in Spell-Seek reports but not School-Seek reports. They don't count for the purposes of Completion Bonuses.

### **Full Spell List**

No spell is self-targeting by default. Most spells target one other player. Where a spell can target two players, these players must be different people.

### **GOOD**

1.

**Protect** – Target is immune to Evil spells for this phase.

**Cure** – Target is now unharmed, unpoisoned and uninfected. If a player has taken all their harm already, they cannot be cured.

2.

**Sanctify** – Target dead player cannot (ever) be targeted by necromancy or autopsy.

**Santa** – Target gains a random one-shot spell (see one-shots).

3.

**Bodyguard** – If your target would be killed (by Wound or Kill), you kill their killer and die instead of your target.

**Isolate** – Target cannot perform any more actions this phase, and all further actions against them fail.

**Resurrection** – Target will return from the dead (without a roll-flip) the next time they are killed.

**Karma** – Target's action targets themselves as well.

**Paragon of Health:** You require three harm in a cycle to die and you are immune to Poison and Infection.

### **EVIL**

1.

**Wound** – Target takes one harm. If a player has two harm at the end of a phase, they will die. A player recovers all harm at the end of each cycle.

**Delay** – Target's next spell will go off in exactly one cycle's time (regardless of whether the target is still alive).

2.

**Poison** – Target is poisoned. A poisoned player will take one harm at the end of every

cycle and doesn't recover harm naturally. Untreated, this means a player poisoned N1 will die at the end of N2.

**Necromancy** – Cast a spell known by target dead player.

3.

**Kill** – Deal two harm to target (this usually ends in death).

**Blackmail** – All of target's votes are lost until the next lynch.

4.

**Infect** - Target is Infected: Infected players have a 50/50 chance infecting players they target. Infection deals one harm at the end of every cycle. An Infected player doesn't recover harm at the end of the cycle. Non-circumspect players don't know they're infected

**Vote Steal** – You take all of a target's votes until the next lynch.

**Vindictive:** The first time you die, you will kill your killer (either the person casting the spell that killed you, or the last person to vote for you if you are lynched).

## TRUTH

1.

**Track** – See who your target targets.

**Patrol** – See who targets your target.

2.

**Restore Votes** – Target's correct number of votes are restored to them (this reverse the effect of Blackmail, Vote Steal)

**Spell-Seek** – You learn how which players know a spell that you specify.

3.

**Carbon Copy** – You gain as a one-shot the next spell to successfully target your target.

**School-Seek** – You learn the names of all practitioners of a school that you specify.

4.

**Inspect Alignment** – You learn the alignment of your target.

**Autopsy** – You learn who killed the target corpse.

**Circumspect:** You know what spells have caused your actions to fail or redirect and you always know who you have end up targeting. Further, you will always be informed if you are harmed, poisoned or infected.

## LIES

1.

**Randomise** - Target's target(s) are randomised. This also randomises the dead body targeted with Necromancy/Autopsy, and the Schools targeted with Change Order and School-Seek, and the Spell specified by Spell-Seek.

**Changeling** – At the end of the current phase, every spell you know (including one-shots) will be swapped with those of the targeted player.

2.

**Redirect** – Target A's next spell is redirected to target B.

**Copycat** – Copy target A's next spell onto target B.

3.

**Bus** – Every action targeting target A hits target B and vice versa.

**Change Order** – For a whole cycle, swap the order of resolution of two schools of magic.

4.

**Cupid's Dart** – Pick two targets: from the end of this phase, if target A dies, then target B will commit suicide. Target B is informed of this dire infatuation. There's no cure for love. Suicide doesn't count towards team kill limits.

**Reflect** – Any action targeting your target is reflected back at its caster instead.

**False Identity:** When you first gain False Identity, you may decide what your results for Inspect School, School-Seek and Inspect Alignment will appear as and you are immune to Blackmail and Karma.