Once Per Tor v1.2.2 *by Evan (PlayoffBeard)*

Tor

TOWNSFOLK



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Courtier
Once per game, at night, choose a character: they are drunk for 3 nights & 3 days.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



Professor
Once per game, at night*, choose a dead player: if they are a Townsfolk, they are resurrected.



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



Juggler
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



Alchemist
You have a not-in-play Minion ability.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Puzzlemaster
1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

MINION



Witch
Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Wizard
Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.

DEMON



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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



Fang Gu
Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

Quick Reference

Once Per Tor — by Evan (PlayoffBeard)

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Alchemist
6. Engineer
7. Courtier
8. Witch
9. Fearmonger
10. Huntsman
11. Damsel
12. Dreamer
13. Nightwatchman
14. Dawn

FABLED, JINXES & LORIC

LORIC



Tor

Players don't know their character or alignment. They learn them when they die.

RECOMMENDED TRAVELLERS



Gangster

Once per day, you may choose to kill an alive neighbour, if your other alive neighbour agrees.



Bone Collector

Once per game, at night, choose a dead player: they regain their ability until dusk.



Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. Dusk
2. Philosopher
3. Engineer
4. Courtier
5. Monk
6. Witch
7. Fearmonger
8. Exorcist
9. Po
10. Fang Gu
11. Vigormortis
12. Assassin
13. Professor
14. Huntsman
15. Damsel
16. Ravenkeeper
17. Dreamer
18. Juggler
19. Nightwatchman
20. 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

Once Per Tor — by Evan (PlayoffBeard)

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 
Philosopher
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 
Alchemist
Show the Alchemist a not-in-play Minion token

6 
Engineer
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.

7 
Courtier
The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

8 
Witch
The Witch points to a player. If that player nominates tomorrow they die immediately.

9 
Fearmonger
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

10 
Huntsman
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

11 
Damsel
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

12 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

13 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

Other Nights

Once Per Tor — by Evan (PlayoffBeard)

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

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

4 **Courtier**
Reduce the remaining number of days the marked player is poisoned. If the Courtier has not yet used their ability: The Courtier either shows a 'no' head signal, or points to a character on the sheet. If the Courtier used their ability: If that character is in play, that player is drunk.

5 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

6 **Witch**
If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.

7 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

8 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

9 **Po**
If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die

10 **Fang Gu**
The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.

11 **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.

12 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

13 **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

14 **Huntsman**
The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.

15 **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

16 **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

17 **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

18 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

19 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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