TORribly Sorry For The Confusion v1.2.0 by SummerM

Gardener Tor Djinn

TOWNSFOLK



Steward
You start knowing 1 good player.



Chef
You start knowing how many pairs of evil players there are.



Clockmaker
You start knowing how many steps from the Demon to its nearest Minion.



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



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



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Tea Lady
If both your alive neighbours are good, they can't die.

OUTSIDER



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.

MINION



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



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



Goblin
If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



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]



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. Sailor
5. Preacher
6. Lleech
7. Devil's Advocate
8. Witch
9. Pukka
10. Chef
11. Empath
12. Butler
13. Clockmaker
14. Balloonist
15. Bounty Hunter
16. Dawn

FABLED, JINXES & LORIC

Lleech & Slayer

If the Slayer slays the Lleech host, the host dies.

Scarlet Woman & Fang Gu

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.

FABLED

Djinn

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

LORIC

Gardener

The Storyteller assigns all players' characters.

Tor

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

RECOMMENDED TRAVELLERS

Gunslinger

Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Bone Collector

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

Scapegoat

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

OTHER NIGHTS

1. Dusk
2. Sailor
3. Preacher
4. Monk
5. Devil's Advocate
6. Witch
7. Scarlet Woman
8. Pukka
9. Fang Gu
10. Vigormortis
11. Lleech
12. Sweetheart
13. Moonchild
14. Empath
15. Oracle
16. Balloonist
17. Bounty Hunter
18. Butler
19. 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. **Dusk**
   Start the Night Phase.
2. **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. **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.  **Sailor**
   The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
5.  **Preacher**
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
6.  **Lleech**
   The Lleech points to a player. Place the Poisoned reminder token.
7.  **Devil's Advocate**
   The Devil's Advocate points to a living player. That player survives execution tomorrow.
8.  **Witch**
   The Witch points to a player. If that player nominates tomorrow they die immediately.
9.  **Pukka**
   The Pukka points to a player. That player is poisoned.
10.  **Chef**
    Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
11.  **Empath**
    Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
12.  **Butler**
    The Butler points to a player. Mark that player as 'Master'.
13.  **Clockmaker**
    Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
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.  **Bounty Hunter**
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
16. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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

2  **Sailor**
The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

3  **Preacher**
The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

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

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

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  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

8  **Pukka**
The Pukka points to a player. That player is poisoned. The previously poisoned player dies.

9  **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.

10  **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.

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

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

13  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

14  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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

16  **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.

17  **Bounty Hunter**
If the known evil player has died, point to another evil player.

18  **Butler**
The Butler points to a player. Mark that player as 'Master'.

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