

# Broken Circles - First Night

by Navean



**Dusk** Start the Night Phase.



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



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



**Preacher** The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



**Godfather** Show the character tokens of all in-play Outsiders.



**Witch** The Witch chooses a player.



**Mezepheles** Show the written word.



**Pukka** The Pukka chooses a player.



**Grandmother** Point to the grandchild player & show their character token.



**Clockmaker** Give a finger signal.



**Seamstress** The Seamstress might choose 2 players. Nod or shake your head.



**Chambermaid** The Chambermaid chooses 2 living players. Give a finger signal.



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

# Broken Circles – Other Nights

by Navean



Dusk

Start the Night Phase.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Monk

The Monk chooses a player.



Witch

The Witch chooses a player.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Mezepheles

If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



Pukka

The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



Shabaloth

A previously chosen player might be resurrected. The Shabaloth chooses 2 players.



Vortox

The Vortox chooses a player.



Vigormortis

The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Godfather

If an Outsider died today, the Godfather chooses a player.



Gossip

If the Gossip is due to kill a player, they die.



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Sweetheart

If the Sweetheart died, a player became drunk immediately. If you haven't done this yet, do so now.



Farmer

If the Farmer died tonight, wake an alive good player. Show them the YOU ARE info token and a Farmer character token. Replace their previous token with the Farmer token.



Tinker

The Tinker might die.



Grandmother

If the grandchild was killed by the Demon, the Grandmother dies too.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Chambermaid

The Chambermaid chooses 2 living players. Give a finger signal.



Dawn

Wait for a few seconds. End the Night Phase.