

Broken Circles - First Night

by Navean



Dusk | None



Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



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.



Godfather

Show each of the Outsider tokens in play.



Witch

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



Mezepheles

Show the Mezepheles their secret word.



Pukka

The Pukka points to a player. That player is poisoned.



Grandmother

Show the marked character token. Point to the marked player.



Clockmaker

Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.



Seamstress

The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



Chambermaid

The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

Broken Circles - Other Nights

by Navean



Dusk | Check that all eyes are closed. Some travellers act.



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.



Monk | The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.



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



Pit-Hag | The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.



Mezepheles | Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.



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



Shabaloth | One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.



Vortex | The Vortex points to a player. That player dies.



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.



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



Gossip | If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.



Barber | If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.



Sweetheart | Choose a player that is drunk.



Farmer | If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.



Tinker | The Tinker might die.



Grandmother | If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.



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



Seamstress | If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



Chambermaid | The Chambermaid points to two players. Show the number signal (0, 1, 2, ...) for how many of those players wake tonight for their ability.



Dawn | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.