The Circle Must Be Broken v1.0.0 *by Jobs*

TOWNSFOLK



Steward
You start knowing 1 good player.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



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



Chambermaid
Each night, choose 2 alive players (not yourself): you learn how many woke tonight due to their ability.



Undertaker
Each night*, you learn which character died by execution today.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



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



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



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.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Zealot
If there are 5 or more players alive, you must vote for every nomination.



Snitch
Minions start knowing 3 not-in-play characters.

MINION



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Boomdandy
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.



Organ Grinder
All players keep their eyes closed when voting and the vote tally is secret. Each night, choose if you are drunk until dusk.



Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON



No Dashii
Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



Vortox
Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



Riot
Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. [All Minions are Riot]

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4.  Magician
5.  Snitch
6.  Pixie
7.  Amnesiac
8.  Librarian
9.  Empath
10.  Seamstress
11.  Nightwatchman
12.  Chambermaid
13. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2.  Lycanthrope
3.  No Dashii
4.  Vortox
5.  Amnesiac
6.  Empath
7.  Undertaker
8.  Seamstress
9.  Juggler
10.  Nightwatchman
11.  Chambermaid
12. D — 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	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		**Magician**
5		**Snitch** After Minion info wake each Minion and show them three not-in-play character tokens. These may be the same or different to each other and the ones shown to the Demon.
6		**Pixie** Show the Pixie 1 in-play Townsfolk character token.
7		**Amnesiac** Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
8		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
9		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
10		**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.
11		**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.
12		**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.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
3. **No Dashii**
   The No Dashii points to a player. That player dies.
4. **Vortox**
   The Vortox points to a player. That player dies.
5. **Amnesiac**
   If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
6. **Empath**
   Show the finger signal (0, 1, 2) for the number of evil neighbours.
7. **Undertaker**
   If a player was executed today: Show that player's character token.
8. **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.
9. **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.
10. **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.
11. **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.
12. **Dawn**
    Wait for a few seconds. End the Night Phase.