

Broken Circles v1.0.0 by Navean

TOWNSFOLK



Clockmaker

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



Grandmother

You start knowing a good player & their character. If the Demon kills them, you die too.



Preacher

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



Chambermaid

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



Gossip

Each day, you may make a public statement. Tonight, if it was true, a player dies.



Artist

Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer

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



Seamstress

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



Farmer

If you die at night, an alive good player becomes a Farmer.



Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDER



Tinker

You might die at any time.



Sweetheart

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



Barber

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.



Drunk

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

MINION



Godfather

You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Witch

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



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Mezepheles

You start knowing a secret word. The 1st good player to say this word becomes evil that night.

DEMON



Pukka

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



Shabaloth

Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Vigormortis

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



Vortex

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

Quick Reference

Broken Circles — by Navean

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Preacher
- 5  Godfather
- 6  Witch
- 7  Mezepheles
- 8  Pukka
- 9  Grandmother
- 10  Clockmaker
- 11  Seamstress
- 12  Chambermaid
- 13  Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

- 1  Dusk
- 2  Preacher
- 3  Monk
- 4  Witch
- 5  Pit-Hag
- 6  Mezepheles
- 7  Pukka
- 8  Shabaloth
- 9  Vortex
- 10  Vigormortis
- 11  Godfather
- 12  Gossip
- 13  Barber
- 14  Sweetheart
- 15  Farmer
- 16  Tinker
- 17  Grandmother
- 18  Oracle
- 19  Seamstress
- 20  Chambermaid
- 21  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		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.
5		Godfather Show each of the Outsider tokens in play.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Mezepheles Show the Mezepheles their secret word.
8		Pukka The Pukka points to a player. That player is poisoned.
9		Grandmother Show the marked character token. Point to the marked player.
10		Clockmaker Show the hand signal for the number (1, 2, 3, etc.) of places from Demon to closest Minion.
11		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.
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		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

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1		Dusk Start the Night Phase.
2		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.
3		Monk The previously protected player is no longer protected. The Monk points to a player not themselves. Mark that player 'Protected'.
4		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
5		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.
6		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.
7		Pukka The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
8		Shabaloth One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
9		Vortex The Vortex points to a player. That player dies.
10		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townfolk neighbours is poisoned.
11		Godfather If an Outsider died today: The Godfather points to a player. That player dies.
12		Gossip If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
13		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.
14		Sweetheart Choose a player that is drunk.
15		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.
16		Tinker The Tinker might die.
17		Grandmother If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
18		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
19		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.
20		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.
21		Dawn Wait for a few seconds. End the Night Phase.