

# Double Trouble - First Night

by Bejsbo



**Dusk** | None



**Alchemist** | Show the Alchemist a not-in-play Minion token



**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



**Widow** | Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.



**Evil Twin** | Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.



**Pixie** | Show the Pixie 1 in-play Townsfolk character token.



**Huntsman** | The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel** | Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



**Shugenja** | Wake the Shugenja; point horizontally in the direction of the closest evil player. If the two closest evil players are equidistant, point your finger horizontally in either direction.



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



# Double Trouble - Other Nights

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



**Zombuul** | If no-one died during the day: The Zombuul points to a player. That player dies.



**Huntsman** | The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel** | If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



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