

# Double Trouble

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## TOWNSFOLK



### Shugenja

You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



### Pixie

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



### Savant

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



### Huntsman

Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]



### Alchemist

You have a not-in-play Minion ability.



### Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



### Drunk

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

## OUTSIDERS



### Damsel

All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

## MINIONS DEMONS



### Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



### Zombuul

Each night\*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.



### Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

## FABLED



### Djinn

Use the Djinn's special rule. All players know what it is.

## JINXES



The Alchemist can not have the Widow ability.



Only 1 jinxed character can be in play.

\* not the first night