

Double Trouble - First Night

by Bejsbo



Dusk | Start the Night Phase.



Alchemist | Show the YOU ARE token and the character token of a Minion.



Minion Info | If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info | If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Widow | Show the Grimoire for as long as the Widow needs. The Widow chooses a player.



Evil Twin | Wake both twins. Allow eye contact. Show the good twin's character token to the Evil Twin & vice versa.



Pixie | Show the Townsfolk character token marked MAD.



Huntsman | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Shugenja | Point clockwise or anticlockwise around the circle.



Dawn | Wait for a few seconds. End the Night Phase.

Double Trouble - Other Nights

by Bejsbo



Dusk | Start the Night Phase.



Zombuul | If no one died today, the Zombuul chooses a player.



Huntsman | The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel | If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Dawn | Wait for a few seconds. End the Night Phase.