

Double Trouble

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TOWNSFOLK

OUTSIDERS

MINIONS DEMONS

FABLED

JINKES

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.



Damsel

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



Widow

On your 1st night, look at the Grimoire & 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.



Djinn

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



An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.



If the Widow is (or has been) in play, the Damsel is poisoned.



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 Minion ability. When using this, the Storyteller may prompt you to choose differently.



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.



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.

