Two's Company v2.0.0 *by Dahlia*

Toymaker

TOWNSFOLK

Grandmother

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

Investigator

You start knowing that 1 of 2 players is a particular Minion.

Nightwatchman

Once per game, at night, choose a player: they learn who you are.

Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.

Magician

The Demon thinks you are a Minion. Minions think you are a Demon.

Poppy Grower

Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER

Barber

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

Klutz

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION

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.

DEMON

Imp

Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poppy Grower
5. Magician
6. Evil Twin
7. Washerwoman
8. Investigator
9. Grandmother
10. Nightwatchman
11. D — Dawn

FABLED, JINXES & LORIC

FABLED

Toymaker

The Demon may choose not to attack & must do this at least once per game. Evil players get normal starting info.

OTHER NIGHTS

1. D — Dusk
2. Poppy Grower
3. Imp
4. Barber
5. Grandmother
6. Nightwatchman
7. D — 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 D **Dusk**
Start the Night Phase.

2 M **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 D **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 **Poppy Grower**
Do not inform the Demon/Minions who each other are

5 **Magician**

6 **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.

7 **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

8 **Investigator**
Show the character token of a Minion in play. Point to two players, one of which is that character.

9 **Grandmother**
Show the marked character token. Point to the marked player.

10 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

11 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

3 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

4 **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.

5 **Grandmother**
If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.

6 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

7 D **Dawn**
Wait for a few seconds. End the Night Phase.