

Extension Cord 5.1

TOWNSFOLK

	Investigator	You start knowing that 1 of 2 players is a particular Minion.
	Pixie	You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.
	Empath	Each night, you learn how many of your 2 alive neighbors are evil.
	Dreamer	Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.
	Mathematician	Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.
	Oracle	Each night*, you learn how many dead players are evil.
	Monk	Each night*, choose a player (not yourself): they are safe from the Demon tonight.
	Artist	Once per game, during the day, privately ask the Storyteller any yes/no question.
	Fisherman	Once per game, during the day, visit the Storyteller for some advice to help your team win.
	Huntsman	Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. [+the Damsel]
	Soldier	You are safe from the Demon.
	Ravenkeeper	If you die at night, you are woken to choose a player: you learn their character.
	Cannibal	You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.

OUTSIDERS

	Puzzlemaster	1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.
	Recluse	You might register as evil & as a Minion or Demon, even if dead.
	Mutant	If you are “mad” about being an Outsider, you might be executed.
	Damsel	All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.
	Barber	If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

MINIONS

	Poisoner	Each night, choose a player: they are poisoned tonight and tomorrow day.
	Spy	Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.
	Scarlet Woman	If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count.)
	Boondandy	If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them, dies.
	Marionette	You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

DEMONS

	No Dashii	Each night*, choose a player: they die. Your 2 Townsfolk neighbors are poisoned.
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Minion info



Demon info



Marionette



Poisoner



Pixie



Huntsman



Damsel



Investigator



Empath



Dreamer



Spy



Mathematician



Dawn

First Night

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Only 1 jinxed character can be in play.

The Marionette does not learn that a Damsel is in play.

If the Marionette thinks that they are the Huntsman, the Damsel was added.

Recommended Travellers



Recommended Fabled



Dawn

Mathematician

Spy

Oracle

Dreamer

Empath

Ravenkeeper

Damsel

Huntsman

Barber

No Dashi

Scarlet Woman

Monk

Poisoner

Pixie

Dusk

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Other Nights