

Extension Cord

▼ 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 neighbours are evil.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 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 you 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)



Boomdandy

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 neighbour the Demon]

▼ Demons



No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.

► Travellers



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.

* Each night except the first night.

Players	5	6	7	8	9	10	11	12	13	14	15+
Townfolk	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

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