Extension Cord *by Viva La Sam*

Sentinel Djinn

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 a Damsel is 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. After a 10 to 1 countdown, 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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* Not the first night

FIRST NIGHT

- Dusk
- Minion Info
- Demon Info
- Marionette
- Poisoner
- Pixie
- Huntsman
- Damsel
- Investigator
- Empath
- Dreamer
- Spy
- Mathematician
- Dawn

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

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

The Mathematician learns if the Marionette's ability yielded false info or failed to work properly.

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

Sentinel
There might be 1 extra or 1 fewer Outsider in play.

RECOMMENDED TRAVELLERS

Bishop
Only the Storyteller can nominate. At least 1 opposing player must be nominated each day.

Bone Collector
Once per game, at night*, choose a dead player: they regain their ability until dusk.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Butcher
Each day, after the 1st execution, you may nominate again.

Matron
Each day, you may choose up to 3 sets of 2 players to swap seats. Players may not leave their seats to talk in private.

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

OTHER NIGHTS

- Dusk
- Poisoner
- Monk
- Scarlet Woman
- No Dashii
- Barber
- Huntsman
- Damsel
- Ravenkeeper
- Empath
- Dreamer
- Oracle
- Spy
- Mathematician
- Dawn

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FIRST NIGHT

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Dusk	Start the Night Phase.
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.
Marionette	Wake the Demon. Show the **THIS PLAYER IS** & Marionette tokens. Point to the Marionette.
Poisoner	The Poisoner chooses a player. ●
Pixie	Show the Townsfolk character token marked **MAD**.
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.
Investigator	Show the Minion character token. Point to both the **MINION** and **WRONG** players.
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Spy	Show the Grimoire for as long as the Spy needs.
Mathematician	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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Dusk	Start the Night Phase.
Poisoner	The Poisoner chooses a player. ●
Monk	The Monk chooses a player. ●
Scarlet Woman	If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.
No Dashii	The No Dashii chooses a player. ●
Barber	If the Barber died today or tonight, show the Demon the **THIS CHARACTER SELECTED YOU** & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the **YOU ARE** token & their new character token.
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.
Ravenkeeper	If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.
Empath	Give a finger signal.
Dreamer	The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.
Oracle	Give a finger signal.
Spy	Show the Grimoire for as long as the Spy needs.
Mathematician	Give a finger signal.
Dawn	Wait for a few seconds. End the Night Phase.

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