FRANKENSTEIN'S MAYOR

Chef — You start knowing how many pairs of evil players there are.

Undertaker — Each night*, you learn which character died by execution today.

Oracle — Each night*, you learn how many dead players are evil.

Sage — If the Demon kills you, you learn that it is 1 of 2 players.

Ravenkeeper — If you die at night, you are woken to choose a player: you learn their character.

Mayor — If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.

OUTSIDERS

Recluse — You might register as evil & as a Minion or Demon, even if dead.

Lunatic — You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

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.

DEMONS

Zombuul — Each night*, if no-one died today, choose a player: they die. The 1st time you die, you live but register as dead.

*Not the first Night

FIRST NIGHT

FRANKENSTEIN'S MAYOR

JINXES

None available

RECOMMENDED

TRAVELLERS

None available

FABLED

Sentinel

OTHER NIGHTS

Dawn
Spy
Oracle
Undertaker
Ravenkeeper
Sage
Zombuul
Lunatic
Poisoner
Dusk