

Frankenstein's Mayor by Ted

TOWNSFOLK



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 your abilities malfunction. The Demon knows who you are & who you attack.

MINIONS



Poisoner

Each night, choose a player: their ability malfunctions 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.

 Minion info

 Lunatic

 Demon info

 Poisoner

 Chef

 Spy

 Dawn

First Night
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Recommended Fabled




Dawn 

Spy 

Oracle 

Undertaker 


Sage 

Ravenkeeper 

Sage 

Zombuul 

Lunatic 

Poisoner 

Dusk 

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Other Nights