









# Frankenstein's Mayor



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*

## *Frankenstein's Mayor*

Recommended Fabled



Dawn 

Spy 

Oracle 

Undertaker 

Sage 

Ravenkeeper 

Sage 

Zombuul 

Lunatic 

Poisoner 

Dusk 

## *Frankenstein's Mayor*

# *Other Nights*