

ALUCARD



When someone **queries** if you're Dracula, you must whisper **Yes**. You win if you are **accused** of being Dracula.

BEELZEBUB



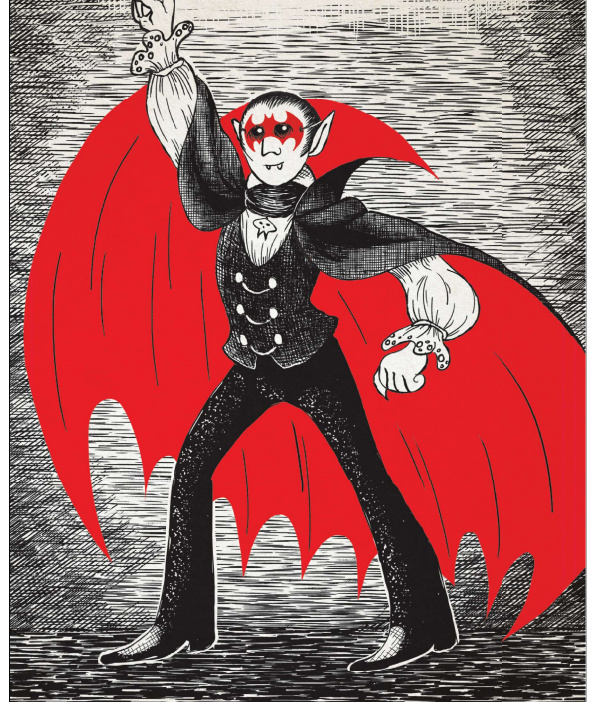
When you receive a **Yes** in response to your **query**, you may **reveal** and take another turn. You may continue to use this ability after you are **revealed**.

BOOGIE MONSTER



You must accept all **dance** requests. Immediately after anyone **dances** or refuses your **dance** request, you may **accuse**.

DRACULA



You cannot be the Mystery Guest. At the end of the turn in which you are **revealed**, you may **accuse**.

VAN HELSING



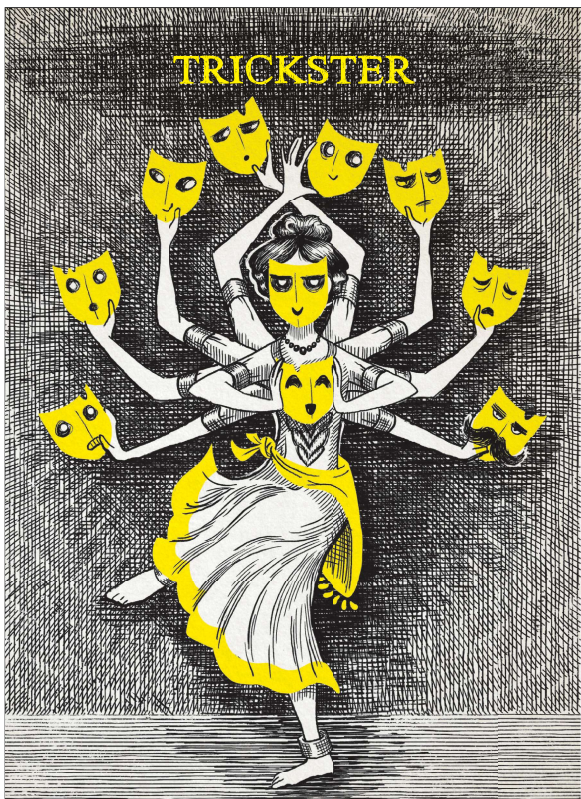
You only **accuse** Dracula.
Win if you are correct.

DOCTOR JEKYLL



Immediately before you **query**,
you must **reveal** and switch cards
with the Mystery Guest.

TRICKSTER



You must whisper **Yes** to all **queries**.

WEREWOLF



You must accept all **dance** requests.
Immediately before any other
player **accuses**, you may **accuse**.

ZOMBIE



You must accept all **dance** requests. You cannot request **dances**. You only **accuse** your neighbors. Win if you are correct.

CAPTAIN BLUEBEARD



You may **reveal** to join any **dance** or look at any **Whisper** card.

BRIDE OF DRACULA



When someone **queries** if you're Dracula, you must whisper **Yes**. If you ever whisper **No** to a **query**, you must immediately **reveal** the **querying** player and then **accuse**.

SWAMP THING



Place cards face-down when you **accuse**. Only **reveal** the results publicly if you win. You may continue to use this ability after you are **revealed**.

MAGIC MIRROR



At the start of the game,
look at the Mystery Guest.

