Season of Plague by Dark

TOWNSFOLK



HOUSEKEEPER
You start knowing 3 characters: 1 is in play and the other 2 are not.



CHANCELLOR
You start knowing 2 players: 1 is a Townsfolk and the other is a different character type.



NUN
You start knowing an in-play character and how many of their neighbours are evil. **[+0 or +1 Outsider]**



BRIDE'S MOTHER
You start knowing a player who is the Groom or the Bride. If either dies, learn which one that night. **[+Groom or Bride]**



CARDINAL
Each night, learn how many living players are poisoned.



TAILOR
Each night, choose a player: if they are an alive neighbour and you chose them the previous night, learn their alignment.



BRIDE
Each night, learn how many of your living neighbours are poisoned. Each dawn, if the Groom is alive, you become sober and healthy, even if drunk or poisoned.



CORPSE BEARER
Each night*, learn every character whose ability caused a death today or tonight.



GROOM
Each night*, choose a player: the first time you choose the living Bride, you learn this, then you learn 1 in-play Minion character. **[+Bride]**



DOCTOR
Each night*, choose a player different from last night: learn if they are poisoned; if so, they become sober and healthy. 1 good player registers as poisoned to you.



BOATMAN
Once per game, at night*, choose another player: you swap characters, then they die. If they were evil, you become evil.



FRIAR
Once per game, at night*, choose a dead player: if they are good, they immediately use their ability as if alive, sober and healthy.



PETTIFOGGER
The first time you are mad that a nominated player is good and they are not executed, learn their alignment that night.

OUTSIDERS



CURATE
On your first night, choose another player. You are mad that you and they are both Townsfolk. The first time you are executed or you break Madness, a good player might die that night.



NAMELESS
You think you are another character, but you are not. If a player publicly mentions you, they might die.



SPREADER
You might register as poisoned, evil, & as a Minion or Demon, even if poisoned or dead. If you are executed, another living good player might become the Spreader.



LANDSKNECHT
At the end of your first night, you and 1 of your 2 good neighbours become poisoned. This poisoning continues even if you die or are poisoned. **[+0 or +1 Landsknecht]**

MINIONS



KITE
Each night*, you may choose a player: if they are healthy, they die, then you lose this ability. **[+0 or +1 Outsider]**



GREYBEARD
You might register as good. If there are 5 or more players alive and another evil player dies, you might become their character.



LORDLING
If the Bride is in play, you start knowing who they are. Each night, choose a player other than the Bride: if they are nominated tomorrow and get 3 or more votes, they die. If only 3 players live, you lose this ability.



HENCHMAN
There may be more than one Henchman in play. Each night*, choose a player different from last night: if they are healthy, they do not wake tonight. **[+0 or +1 Henchman]**

DEMONS



PLAGUE
Each night, choose a living player: if healthy, they become poisoned; otherwise, they die, then one of their living good neighbours becomes poisoned. When a player becomes poisoned, learn their character. Evil players register as poisoned.

*Not the first night

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LORIC

None

FABLED

None

TRAVELLERS



COUSIN
Each night, choose another player: until dusk, if they would die, another player might die instead.



BAKER
Each day, before nominations, publicly choose 3 living players: only they may nominate today.



PATRONESS
Each day, before nominations, publicly choose another player: they cannot be nominated today.



MERCHANT
Each day, publicly choose a player: privately learn 2 statements about them, 1 true and 1 false.

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

COMMUNITY CREATED CONTENT

FIRST NIGHT

OTHER NIGHTS

FIRST NIGHT

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.
Cousin	Wake the Cousin. They choose another player. Mark that player SHELTERED.
Lordling	Wake the Lordling. If the Bride is in play, show them the Bride player. Then they choose a player other than the Bride. Mark the chosen player MARKED.
Plague	Wake the Plague. They choose a living player. If healthy, poison them; otherwise they die, then poison one living good neighbour. Whenever a player becomes poisoned, show the Plague that player's character. Remember all evil players register as poisoned while the Plague has this ability.
Curate	Wake the Curate. They choose another player. Mark that player as MAD TARGET.
Bride's Mother	Wake the Bride's Mother. Point to either the Groom or the Bride player, without revealing which character they are. Mark that player KNOWN.
Chancellor	Wake the Chancellor. Choose a Townsfolk player and a player of a different character type, then show both.
Housekeeper	Wake the Housekeeper. Show 3 characters, exactly 1 of which is in play.
Nun	Wake the Nun. Show an in-play character, then show how many of that character's neighbours are evil.
Tailor	Wake the Tailor. They choose a player. Mark them as LAST CHOICE.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
Bride	Wake the Bride. Show how many of their living neighbours are poisoned. At dawn, if the Groom is alive, make the Bride sober and healthy.
Landsknecht	At the end of the first night, make the Landsknecht and 1 of their 2 closest good neighbours poisoned. Wake the Plague and show them both players' characters.
Dawn	Wait for a few seconds. End the Night Phase.

OTHER NIGHTS

Dusk	Start the Night Phase.
Greybeard	If another evil player dies while 5 or more players are alive, Greybeard might become their character. Resolve immediately. If Greybeard becomes a character whose night slot has not yet occurred, wake them at that character's normal slot.
Nameless	Any player still marked MENTIONED from today might die tonight. At dawn, remove all MENTIONED reminders.
Curate	If the Curate is marked TROUBLE TONIGHT, a good player might die tonight. If the Curate is dead, resolve this only if they were executed today. Then replace TROUBLE TONIGHT with NO ABILITY.
Henchman	Wake the Henchman. They choose a player different from last night. If that player is healthy, they do not wake tonight.
Cousin	Remove the previous SHELTERED reminder. Wake the Cousin. They choose another player. Mark that player SHELTERED.
Boatman	Wake the Boatman. If they use their ability, they choose another player. Swap their characters, then the chosen player dies. If they were evil before the swap, the Boatman becomes evil.
Plague	Wake the Plague. They choose a living player. If healthy, poison them; otherwise they die, then poison one living good neighbour. Whenever a player becomes poisoned, show the Plague that player's character. Remember all evil players register as poisoned while the Plague has this ability.
Lordling	If only 3 players live, the Lordling has lost this ability: do not wake them. Otherwise, wake the Lordling. They choose a player other than the Bride. Remove the previous MARKED reminder and mark the chosen player.
Kite	Wake the Kite. If they still have their ability, they may choose a player. If that player is healthy, they die and the Kite loses their ability. Mark Kite USED.
Groom	Wake the Groom. They choose a player. If they choose the living Bride for the first time, tell them they found the Bride, show 1 in-play Minion character, and mark the Groom USED.
Friar	Wake the Friar. If they use their ability, they choose a dead player. If good, wake that player and immediately resolve their ability as if alive, sober and healthy. First-night and starting-information abilities may resolve as though it were their first night; setup effects are not applied again. Mark Friar USED.
Doctor	Wake the Doctor. They choose a player different from last night. Show whether they are poisoned; if poisoned, make them sober and healthy.
Pettifogger	If Pettifogger fulfilled their Madness condition today for the first time, wake them and show the nominated player's alignment. Mark ability USED.
Tailor	Wake the Tailor. They choose a player. If they are an alive neighbour and were chosen last night, show their alignment. Update LAST CHOICE.
Bride	Wake the Bride. Show how many of their living neighbours are poisoned. At dawn, if the Groom is alive, make the Bride sober and healthy.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
Bride's Mother	If the Groom or the Bride died since the previous dawn, wake the Bride's Mother and show which one died.
Corpse Bearer	If 1 or more character abilities caused deaths today or tonight, wake the Corpse Bearer and show every character whose ability caused a death.
Dawn	Wait for a few seconds. End the Night Phase.

COMMUNITY CREATED CONTENT