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 not.



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 1 in-play Minion character. **[+Bride]**



DOCTOR
Each night*, choose a player (different to 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 living player: if they are good, you gain their ability; if they are evil, you become poisoned.



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 are both Townsfolk. The first time you are executed or are not mad about this, another 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 until you die. **[+0 or +1 Landsknecht]**

MINIONS



KITE
Each night*, you may choose a player: if they are healthy, they die, then you lose this ability. **[+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
Each night*, choose a player (different to last night): if they are healthy, they do not wake tonight. **[1 other Minion might be a 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