

# 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.



### 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.



### NAMELESS

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



### 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]



### 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.



### GREYBEARD

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



### 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

# Season of Plague by Dark

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.

[illegible]