

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



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



SLIGHT REHTO



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.

FIRST NIGHT



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.

OTHER NIGHTS