Days 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]**



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



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.



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.

OUTSIDERS



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.

MINIONS



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

None

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

OTHER NIGHTS