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

Days of Plague by Dark

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

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.
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.
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.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
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.
Henchman	Wake the Henchman. They choose a player different from last night. If that player is healthy, they do not wake tonight.
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.
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.
Cardinal	Wake the Cardinal. Show how many living players are poisoned.
Dawn	Wait for a few seconds. End the Night Phase.