



HOST CHARACTER LIST

EXPANSION PACK #3 CHARACTERS: #29-36 8 optional (4m, 4f plus 4 *expandable teams).

Downloadable version: you will have access to all four team files.

Boxed Version: Characters #29-36 (the suspect characters) are included in Kits D+. The expandable teams are only included in Kits E+.

Optional characters may be played in any number/combo with optional players from the main game. However, we do suggest attempting to keep the Factions at relatively equal numbers, if possible.

CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
KILLIAN CROSS Vampire <i>Optional Male</i>	Killian Cross is a night-shift ER doctor in Sydney, Australia. Until recently, no one knew he was a Vampire. Now he's joined the space mission to offer medical support—though his Southern Vampire temper may be more volatile than his patients.	<i>Scrubs splattered with mystery stains, a stethoscope with silver spikes, fangs, and blood-red sunglasses.</i>
*ESME WILLOW Vampire <i>Optional Female</i>	Esme Willow leads the Planetary Defense Coordination Office in D.C. She's the sharp, no-nonsense force between NASA and the White House. A recently unveiled Northern Vampire, she travels with a fleet of staff who rarely question her commands. *This player can be expanded to a team of 41+ players of Northern Vampires - Planetary Defense Coordination Office staff.	<i>Sleek black pantsuit, crimson lapel pin, fangs, and mirrored glasses. Carries a leather binder labeled "Classified" and never removes her Bluetooth earpiece.</i>
*PLAGUE REDWOOD Sorcerer <i>Optional Male</i>	Plague Redwood is a rogue Sorcerer who believes only his kind should rule Earth. Not invited to the New Orleans summit? He's coming anyway—and might bring his band of spell-slinging weirdos. *This player can be expanded to a team of 41+ players of Rogue Sorcerers (both Witches and Warlocks).	<i>Tattered velvet cloak, scorched spellbook chained to his belt, and glowing green rings on every finger.</i>
ANGELICA GRIMM Sorcerer <i>Optional Female</i>	Angelica Grimm is a traveling psychic who claims she got divine instructions to stop the Cluster. The President invited her personally. She's eccentric, unpredictable, and loves poking enemies—sometimes with voodoo dolls.	<i>Flowing purple robes, glittery third eye headband, jangling bracelets, and a pouch full of voodoo dolls and dried herbs.</i>
*ULRICH LYNX Werewolf <i>Optional Male</i>	Ulrich Lynx, Alpha of Greenland's largest pack, rules alongside his sister Kestrel. He's cold, calculated, and eerily robotic—his enemies never see emotion coming, because it's never there. *This player can be expanded to a team of 41+ players of the Greenland Werewolf Clan.	<i>Fur-lined tactical vest, clawed gloves, and a cold, expressionless stare. His boots never make a sound, and his dog tags rattle like a warning.</i>
KESTRAL LYNX Werewolf <i>Optional Female</i>	Kestrel Lynx is Beta to her brother Ulrich and just as ruthless. The siblings never travel without their pack, believing strength lies in numbers—and blood ties.	<i>Fitted leather jacket with wolf-patch insignia, combat boots, and war paint. Wolf ear headband.</i>
*HOLLY NOX Human <i>Optional Female</i>	Holly Nox is a headstrong NASA scientist from Houston. She leads the rocket design team and doesn't tolerate nonsense. If things don't go her way in New Orleans, expect a full-blown meltdown. *This player can be expanded to a team of 41+ players of NASA Rocket Scientists.	<i>Bronze flight corset, copper goggles, and a leather utility belt loaded with gears, tools, and sass. Rocket earrings complete the look.</i>
ZACHARY THOMAS Human <i>Optional Male</i>	Zachary Thomas works for the Planetary Defense Office—but ever since learning that some of his coworkers were Vampires in disguise, he's been hiding at home. He's reluctantly attending the summit... with major trust issues.	<i>Dusty trench coat, brass helmet with twitchy antenna, and a patched satchel with plenty of ruffled papers/files about vampires.</i>

How to host a large game – the breakdown and explanation of what an expandable team is and how it works is on the following page.

HOW TO HOST A LARGE GROUP * All packs are purchased separately. The teams come with expansion pack #3.

Main game 12 suspects (characters #1-12)

Expansion pack #1 8 suspects (characters #13-20)

Expansion pack #2 8 suspects (characters #21-28)

Expansion pack #3 8 suspects (characters #29-36)

- Up to 41+ team players: Northern Vampires – Planetary Defense staff under Esme Willow (expansion #3)
- Up to 41+ team players: Rogue Sorcerers led by Plague Redwood (expansion #3)
- Up to 41+ team players: Greenland Werewolf Clan members led by Ulrich Lynx (expansion #3)
- Up to 41+ team players: Human NASA Rocket Scientists led by Holly Nox (expansion #3)

36 suspects and up to 164 non-suspect, duplicated team members = covers 200 players when all four packs are purchased.

There is a + because you can go over ~ 200 players, but don't go much further than that.

WHAT ARE EXPANDABLE TEAMS AND HOW DO THEY DIFFER FROM EXPANSION PACK PLAYERS?

Expansion packs contain unique suspect character roles to add to the game, primarily seamlessly with the main game players. Some of our games will be able to cover large groups by using expandable teams. The expandable games will be designated within the description, the additional information section, and the host character lists for the main game and expansion packs. Doomsday Diaries has four expandable teams and can cover up to 200 players.

How it works:

A specified player(s) is designed to lead the (optional) team(s) during the game. Or, these characters may be played as solo players – adding any number of teams is entirely optional. But if you add teams – it's as if the team leader got the invitation and decided to bring along friends, family, or colleagues (this varies). Assume (in the story) that these tag-along guests don't know anyone at the party. What would they speak to the other partygoers about? Well, they have a mutual friend (their team leader), so these players have game cards that contain their team leader's story.

For example, Esme Willow brings her staff members to the meeting with her. These can be players of either gender. The team players under Esme will have information regarding Esme's storyline in their materials, which they can use to mingle and discuss with others (or they can play strictly as a team and stay with Esme).

The expandable players have duplicated cards, as you will download a file from your account and make copies for each team member with the downloadable version.

With the boxed version, you will receive teams prepared with the same type of materials as the rest of the players. However, the content on their cards will be duplicated, including instructions on how to play as their team and having information about their lead character and the story from their point of view. They are second-tier players because they do not have unique character names or stories, but play the game like everybody else. It's best to assign your most shy/reserved players to these roles or players who are last-minute or unsure RSVPs. Do not assign your most outgoing and dependable players to these roles.

DO EXPANDABLE TEAM MEMBERS GET UNIQUE CHARACTER NAMES?

No, they will wear a name tag that has their general team name on it. We do not assign character names because once you do, they will be investigated during the investigation round, and this will eventually draw more attention to their second-tier status when you must instruct the players not to consider these characters – which you will inevitably have to do, as there's not time to investigate 100+ suspects. If you tried that, your players will rage quit.

Therefore, it's best to come clean from the start that they are non-suspect team members. On the other hand, they receive all the same game materials as everyone else; they investigate as individuals and submit guesses of whodunit, just like all the other players. They differ in that they don't input new information into the game, except perhaps some insight into their lead character, who is a suspect in the murder.

The available boxed kit sizes are on the following page.

BOXED KIT SIZES

Kit A: 12 main game suspects (minimum of 8 to play)

Kit B: 20 suspects - this includes the main game and expansion pack #1

Kit C: 28 suspects – this includes the main game and expansion packs #1-2

Kit D: 36 suspects – this includes the main game and expansion packs #1-3

The boxed kits below (E-L) contain all available suspects above (36) plus the expandable teams.

- **Northern Vampires – Planetary Defense staff under Esme Willow**
- **Rogue Sorcerers led by Plague Redwood**
- **Greenland Werewolf Clan members led by Ulrich Lynx**
- **Human NASA Rocket Scientists led by Holly Nox**

Kit E: 36 suspects, 12 team members (3 per team)

Kit F: 36 suspects, 28 team members (7 per team)

Kit G: 36 suspects, 44 team members (11 per team)

Kit H: 36 suspects, 68 team members (17 per team)

Kit I: 36 suspects, 84 team members (21 per team)

Kit J: 36 suspects, 124 team members (31 per team)

Kit K: 36 suspects, 140 team members (35 per team)

Kit L: 36 suspects, 164 team members (41 per team)