



# Contagion

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## TOWNSFOLK



### Detective

You start knowing each Minion in your circle. [+2 links]



### Wanderer

You start knowing your distance to a particular Townsfolk, Outsider, and Minion. If a character is not reachable, you learn an arbitrary number. [+1 Outsider]



### Traditionalist

You start knowing the Globalist. You cannot become evil. Each night\*, choose two players (not yourself): their link is destroyed. If elected: your circle forms a clique, and the Globalist loses their ability. [+the Globalist]



### Socialite

Each night, choose a player in your circle. You learn their circle. They might gain a link. [+2 links]



### Therapist

Each night, you have the ability of a (non-Demon) player in your circle until dusk. If you are mad about having your ability, both of you might die. [+1 link]



### Doctor

Each night\*, choose a player. If they are in your network, they are safe from evil abilities until dusk. [+1 link]



### Mourner

Each night\*, if the most recently executed player is in your network, you learn their character. If they are not, you learn false information.

## OUTSIDERS



### Nutmeg

You start knowing one good character in your circle. A Townsfolk in your circle receives arbitrary information, even if you are dead.



### Scripter

Each night\*, choose a different player (not yourself). If they are not in your network, you might be executed tomorrow.

## MINIONS



### Globalist

You start knowing the Traditionalist. Each night, choose two players: they become linked. The first time you link during the day: if they are a Townsfolk, they become evil. If elected: you see the Grimoire. [+the Traditionalist]



### Saboteur

Each night, choose a player: their ability malfunctions until dusk. Your ability cannot interfere with elections.

## DEMONS



### Wiretapper

You start knowing a Townsfolk character; they register as evil & a Minion to Townsfolk abilities. Each night\*, choose two players in your network. The first dies; you learn the second's character.



### Infection

Each night, choose two players in your network: they are marked. Twice per game, at night\*, choose that all marked players in your network die. [+1 link]

## FABLED



### Awareness

During the night, players are immediately woken up and told of any changes to their circle. The Demon sees the full configuration when they wake instead.



### Extroversion

During the day, a player can publicly ask another player for consent to form a link. Two links can be formed per day. If a player formed a link during the previous day, they may not do so today. Each night\*, a link might break.

## TRAVELERS



### Bully

Each day, you may choose a player in your circle. If a player in their circle agrees: they lose a link tonight.



### Channeler

Once per game, during the day, choose a dead player: they choose a player in their circle. If the majority of the dead agree, they die, and the nominator is resurrected tomorrow.



### Lawyer

Each night\*, choose a player in your circle and a player outside of your circle. If one is a Demon, you learn their character. One good player registers as evil and as a not-in-play Demon to you.



### Mayor

Once per game, during the day, you may publicly claim to be the Mayor. If all good players are in your network, your team wins. [+1 link]



### Celebrity

Once per game, at night, choose a living player. If they are a Townsfolk, gain a link to them and to each player in their circle. [-1 link]



### Gossip

Once per game, at night, you learn which player has the highest number of living evil players in their circle. One Townsfolk registers as evil to you.



### Spy

Once per game, at night, choose a Minion. If they are in play, you learn their circle. If they are not, you learn arbitrary information.



### Medium

If the Demon killed you: choose a character. If they are in play, every evil player is removed from their circle.



### Auditor

Minions and Demons do not know each other until they are in the same circle. If you die, they learn who each other are that night.



### Dunce

When more than one player in your circle is evil, the Demon chooses an extra player each night.



### Introvert

You are not woken up if your circle changes. If your circle contains half of the total players (rounded up), your team loses. [-1 link]



### Spectre

Each night, choose a player in your circle: that link is silently destroyed. If the Demon is executed, you become the Demon. If four or fewer players live, lose your ability. [-1 link]



### Terrorist

Once per game, at night\*, choose a player: they die; lose your ability. If you are executed, choose two players: they die. If four or fewer players live, lose your ability. [-1 Outsider]



### Overmind

Each night\*, choose a player: they die. If every good player is in the circle of at least one living Minion, evil wins. One good player knows the Overmind is in play. [+1 Outsider]



### Paranoia

You do not see the configuration. Each night\*, choose two players. If one is in your network and one is outside of it: they die. Otherwise, a link is created or destroyed, and you learn a player outside of your network.



### Security Detail

Name a Townsfolk character. If they are in play, their links silently fail and they can only die by execution, but evil players learn which player it is.



### The Candidates

Once per game, starting on the second day, the Traditionalist or Globalist may call an election: the player with the larger network "wins". Neither player can die until the day after an election.



### Operator

Once per game, at night, choose a (living) player. Their choices that night are treated as being in their network; they learn this.



### Reverend

Each day, choose a different (living) player. If the majority of players outside their circle agree, something good happens to them.