



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.