



Fall of Rome

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18

TOWNSFOLK



Sculptor

You start knowing a player. Each night*, you learn the alignment of their most recent nomination.



Vestal Virgin

You start knowing 1 good & 1 evil character, 1 of which is in-play. When they die, that night you learn 1 good & 1 evil character, 1 of which is in-play.



Physician

Each night, choose two players (not yourself): they are sober, healthy & get true info tonight. The 1st time the Demon kills one, you learn the Demon type.



Legionary

Each night, you learn how many living evil players are sat clockwise between yourself and a living Legionary. [+0 to +2 Legionary]



Trumpeter

Each night*, you learn how many evil players publicly claimed to be Spartacus today.



Mortician

Each night*, if a player died by execution today you learn if either of their living neighbours are evil.



Standard Bearer

When you are nominated, you may make a unique public statement about the nominator (not yourself). Tonight, you learn if the statement was true.

OUTSIDERS



The Twins

You start knowing a player: if either of you are executed, all Townsfolk are drunk until dusk tomorrow.



Winemaker

Your Townsfolk neighbours are drunk, but every other night, you are drunk until dusk, even if you are dead.

MINIONS



Temptress

On your 1st night choose two players: they learn that they were chosen. The 1st time one of them dies by execution, the other becomes evil that night.



Haruspex

Each night, choose a player: you learn their character. The 1st player you choose twice in this way, dies. [+ Spartacus]

DEMONS



Cleopatra

Each night, choose two players: if they nominate tomorrow, they die that night. Each day, if a good player (Travellers don't count) does not nominate, evil wins.



Crassus

Each night*, choose a player: they die. If the 1st Crassus publicly claims to be Spartacus & dies with 5 or more players alive, an evil player becomes Crassus.

FABLED



I Am Spartacus!

Each day, up to half the living players (rounded up & Travellers don't count) may publicly claim to be Spartacus.

TRAVELLERS



Mercenary

Each night*, gain the ability of a player who publicly claimed Spartacus today. If a Mercenary is exiled, you are exiled too. [+1 Mercenary of opposing alignment]



Architect

Each night*, choose a player: 1) they become a not-in-play character of the same type, or 2) they swap characters with a player of the same type.



Sibyl

Each day, after the 1st execution, you may publicly choose a dead player: they may nominate. If the majority of the dead and yourself agree, they are executed.



Centurion

If you nominate & execute a living player, their team loses. You are safe from the Demon. If you publicly claimed to be Spartacus today, you are drunk until dawn.



Merchant

Once per game, at night, choose to learn the characters of players that have nominated you.



Gladiator

Once per game, during the day, publicly choose a living player. Tonight, you and they wake & silently play roshambo: whoever loses dies (someone must lose).



Actor

Once per game, during the day, publicly guess 3 players' character types (not yourself, 1 guess per type). That night, you learn how many you got correct.



Blacksmith

The 1st time the Demon kills you, you live & gain a not-in-play Townsfolk ability.



Scholar

The 1st time you nominate a living Outsider, they immediately become a not-in-play Townsfolk. [+1 Outsider]



Spartacus

If an evil player guesses you (once), your team loses. You might register as a Townsfolk; each day, if you did not publicly claim to be Spartacus, you don't.



Bad Omen

You do not know you are a Bad Omen. You think you are a Townsfolk, but you receive false information. You might register as evil, even if dead.



Glykon

You might register as good. Until dawn, players you nominate register as the opposing alignment & if a Townsfolk, are also poisoned.



Augur

If a Townsfolk nominates you, they immediately become a Bad Omen.



Hannibal

You think you are a good character, but you are not. Minions learn 3 bluffs. Each night*, a player might die. The 1st Hannibal to die, becomes good. [+1 Hannibal]



Caesar

Each night*, choose a player: they die. The 1st time an evil player dies by execution, that night, choose an additional player: they die.



High Priest

Each day, publicly choose a unique living player to bless: if a majority of players agree, something good happens to them.



High Priest

Each day, publicly choose a unique living player to bless: if a majority of players agree, tomorrow they may learn a statement. Tonight, choose if it's true.



Emperor

Each day, choose the 1st execution's outcome. If you choose to protect today's execution: they survive. Otherwise, tonight you learn their alignment.