



### Sculptor

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



### 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]



### The Twins

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



### 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.



### 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.



### 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.



### Cleopatra

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.



### 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.



## "I Am Spartacus!"

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



## 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.



## 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.