











## RAGS TO RICHES

... by Gatorcat



### TOWNSFOLK

-  **Washerwoman** You start knowing that 1 of 2 players is a particular Townsfolk.
-  **Empath** Each night, you learn how many of your 2 alive neighbours are evil.
-  **Chambermaid** Each night, choose 2 alive players (not yourself); you learn how many woke tonight due to their ability.
-  **Savant** Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.
-  **Artist** Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **Nightwatchman** Once per game, at night, choose a player: they learn who you are.


### OUTSIDERS

-  **Snitch** Minions start knowing 3 not-in-play characters.
-  **Drunk** You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

### MINIONS


-  **Marionette** You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]
-  **Baron** There is an extra Outsider in play. [+1 Outsider]

### DEMONS

-  **Sphinx** Each night\*, choose a player: they die. If you die (ending the game), publicly guess all players' characters. If you are correct, evil wins.

\* \* \*

### FABLED







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-  Dusk
-  Bootlegger
-  Snitch
-  Marionette
-  Washerwoman
-  Empath
-  Nightwatchman
-  Chambermaid
-  Dawn

FIRST NIGHT



-  Dusk
-  Sphinx
-  Empath
-  Nightwatchman
-  Chambermaid
-  Dawn

OTHER NIGHTS



#### JINXES







The Marionette does not learn 3 not-in-play characters. The Demon learns an extra 3 instead.

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