

RAGS TO RICHES

. . . by Gatorcat

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS

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.

Each day, you may visit the Storyteller to learn 2 things in private: 1 is true  $\&\,1$  is false.

Savant

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.

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.

Marionette You think you are a good character but you are not. The Demon knows who you are. [You neighbour the Demon]



There is an extra Outsider in play. [+1 Outsider]



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

FABLEO

Bootlegger

This script has homebrew characters or rules.

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FABLEO

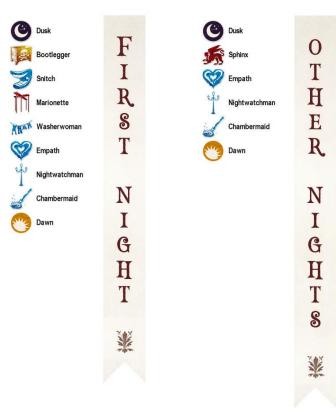


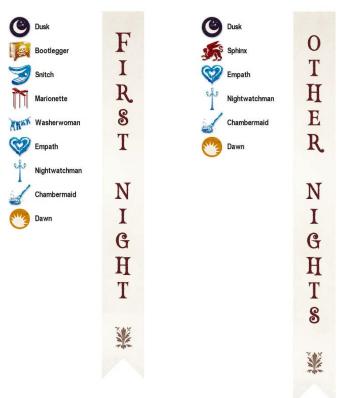
Bootlegger

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JINXES



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

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