

# The Pharaoh

by Mysticsquire

18

## TOWNSFOLK



### Slave

You start knowing a good player, if they die you may nominate the next day.



### Influencer

Once per a game, during the night, choose a player: they learn they were chosen and can nominate tomorrow.



### Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



### Peasant

Each night, choose a player you haven't before: If you were nominated yesterday you learn how many players you chose were not Townsfolk.



### Merchant

Each night\*, if the majority of alive players were nominated yesterday: you learn an alive character.



### Oracle

Each night\*, you learn how many dead players are evil.



### Rancher

Each day, privately learn a number. Once per game you may learn what all the numbers mean, then you become drunk.



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Counsellor

Once per game you may nominate a player, tonight, you learn if they are evil.



### Snooper

On your 1st day, you may nominate a player. Tonight you learn their character.



### Jester

The 2nd time you are nominated you learn the in-play Minions that night.



### Scribe

Once per game, ask the storyteller a question that can be answered with a number and learn an equation that produces the correct answer.



### Union Leader

The Demon can't nominate you. The 1st time you would be nominated by a good player, they instead lose their nomination.

## OUTSIDERS



### Puppet

You think you are the Demon and register as a Demon to Fables. Evil can't lose. If the Demon nominates you are drunk.



### Butler

Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



### Corvee

Each night, choose a player you haven't before (not yourself): If they are Townsfolk they are drunk from now on.



### Saint

If you die by execution, your team loses.

## MINIONS



### Vizier

All players know who you are. You can not die during the day. If good voted, you may choose to execute immediately.



### Robber

You have an out-of-play Townsfolk ability. [+1 Outsider]



### Executioner

Twice per a game, during the night\*, choose a player: they die.



### Marionette

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

## DEMONS



### Pharaoh

Once per game, during the night, choose a player: they are poisoned. [+1 Outsider]



### Shadow Ruler

A Townsfolk is instead a Puppet. Another Townsfolk is instead a Marionette. [+Puppet, +Marionette]



### Tyrant

Each night\*, choose a player: they gain the abilities of the player you nominated and executed yesterday tonight and tomorrow.



### Anubis

Twice per game, at night\*, choose a player: they are drunk and aren't included in win conditions.

## FABLED



### Ruling Class

Only the Demon can nominate unless an ability specifies otherwise. Each day, if at least 1 alive evil player wasn't nominated, evil loses; if no evil players die for three days, evil wins. Only the Demon can nominate themselves.