The Pharaoh
by Mysticsquire

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.

* not the first night