

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.