Fer-de-Lance v2.0.1 *by gmanthony*

Spirit of Ivory · Djinn

TOWNSFOLK



Knight
You start knowing 2 players that are not the Demon.



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Snake Charmer
Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



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



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Pacifist
Executed good players might not die.

OUTSIDER



Ogre
On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Xaan
On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Evil Twin
You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.

DEMON



Leviathan
If more than 1 good player is executed, you win. All players know you are in play. After day 5, evil wins.

Quick Reference

Fer-de-Lance — by gmanthony

FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Snake Charmer
5. Evil Twin
6. Cerenovus
7. Librarian
8. Fortune Teller
9. Dreamer
10. Seamstress
11. Noble
12. Balloonist
13. Bounty Hunter
14. Nightwatchman
15. Spy
16. Leviathan
17. Dawn

FABLED, JINXES & LORIC

Spy & Ogre

The Spy registers as evil to the Ogre.

Recluse & Ogre

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

FABLED

Spirit of Ivory

There can't be more than 1 extra evil player.

Djinn

Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Snake Charmer
3. Cerenovus
4. Fortune Teller
5. Dreamer
6. Seamstress
7. Balloonist
8. Bounty Hunter
9. Nightwatchman
10. Spy
11. Leviathan
12. Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

Fer-de-Lance — by gmanthony

1 D
Dusk
Start the Night Phase.

2 M
Minion Info
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D
Demon Info
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 
Snake Charmer
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

5 
Evil Twin
Wake the Evil Twin and their twin. Confirm that they have acknowledged each other. Point to the Evil Twin. Show their Evil Twin token to the twin player. Point to the twin. Show their character token to the Evil Twin player.

6 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

7 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

8 
Fortune Teller
The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.

9 
Dreamer
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

10 
Seamstress
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

11 
Noble
Point to 3 players including one evil player, in no particular order.

12 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

13 
Bounty Hunter
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

14 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

15 
Spy
Show the Grimoire to the Spy for as long as they need.

16 
Leviathan
Place the Leviathan 'Day 1' marker. Announce 'The Leviathan is in play; this is Day 1.'

17 D
Dawn
Wait for a few seconds. End the Night Phase.

Other Nights

Fer-de-Lance — by gmanthony

1 D **Dusk**
Start the Night Phase.

2  **Snake Charmer**
The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.

3  **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

4  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

5  **Dreamer**
The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.

6  **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

7  **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

8  **Bounty Hunter**
If the known evil player has died, point to another evil player.

9  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

10  **Spy**
Show the Grimoire to the Spy for as long as they need.

11  **Leviathan**
Change the Leviathan Day reminder for the next day.

12 D **Dawn**
Wait for a few seconds. End the Night Phase.