

A loving tribute to Steven Medway's

Blood on the Clocktower, by

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This is **fan-made content**. Blood on the Clocktower is owned by Steven Medway and The Pandemonium Institute.

Lies, Spies, & Eyes is all about identity deduction, choosing, and voting. Good players have very powerful abilities and information, but need to be careful lest they kill their allies or themseves. Both teams will be fervently researching the in-play characters, whether it's to determine who to trust or to what to bluff. Voting and nomination have an outsized influence due to characters like the Rex, Deathgripp, Tarantella, and Lighting Rod; it is necessary to pay close attention during nominations.

Advanced. Recommended for players who enjoy being creative about sharing information and bluffing aggressively.

When playing Lies, Spies, & Eyes...

Good players need to cooperate in the face of violent evil characters to keep the most valuable Townsfolk alive and healthy. While the good team does not receive many concrete nuggets of information, reconstruction of the history of choices that players made at night will yield powerful conclusions.

Characters like the Broker, Spree, and Veni Vidi Vici punish a too-forthcoming good team, so good needs to determine oblique methods of information sharing that get the most important information to the forefront without revealing too much about their identities. Usually, good will be trying to figure out when and whether to cross certain bridges, such as nomination of a particular player or public revelation of certain information.

Evil players have many tools at their disposal, but need to use them creatively so as to prevent the good team from zeroing in on the particular Demon or Minion(s). Each Minion fundamentally changes how the good team must play, so obscuring their presence for as long as possible leads to uncomfortable late game scenarios for the good team.

Because nominations have so much impact, evil will need to play proactively and bluff aggressively to prevent good from running the show. Having a strong understanding of what's possible is necessary to follow these lines of play and disrupt the good team's narrative.



"The Demon's bluffs are inplay characters."

The Broker makes the Demon get in-play characters as bluffs.

- If the Broker is drunk or poisoned on the first night, their ability has no effect (show the Demon three not-in-play good characters, as normal).
- If a Broker is created, it cannot retroactively affect a previous Demon info step.

Examples

Andrew is the Broker. The Rex wakes on the first night to learn that the Rat-catcher, the Inquisitor, and the Tattletale are not in play. Mandy is the Rat-catcher, Henry is the Inquisitor, and Yuan is the Tattletale.

The Broker is the Tarantella's left neighbor. The Veni Vidi Vici wakes on the first night to learn that the Curator, the Lightning Rod, and the Understudy are not in play. These characters are not in play.

How to Run

During the Demon Info step, instead of showing the Demon three good character tokens that are not in play, show them three good character tokens that are in play.

If you show the Demon characters that are likely to come out publicly such as the Tattletale, they will be more likely to figure out that a Broker is in play. Conversely, showing characters that hide, such as the Pariah or the Rat-catcher, will make it more difficult to determine. If the Demon expects to receive in-play bluffs, you are including the Broker too often.

Additionally, showing the Broker as a Demon bluff is not typically a good idea, because it doesn't actually give the Demon any information.



"You start knowing 2 characters, exactly 1 of which is in play."

The Tattletale learns two characters, but knows that only one is in play.

• The Tattletale only gets this information once (on their first night), so they are not notified if their information is falsified by a character entering or leaving play.

Examples

Henry is the Deathgripp, and no one is the Spree. The Tattletale learns that either the Deathgripp or the Spree is in play.

Parker is the Witness, and Neema is the Lightning Rod. The Tattletale is poisoned, so they learned that either the Witness or the Lightning Rod is in play.

Mandy is the Apothecary, and no one is the Deathgripp. The Tattletale learns that either the Curator or the Deathgripp is in- play. That night, Yuan becomes the Deathgripp via the Omen ability. The Tattletale is not informed that their information is no longer correct.

How to Run

While preparing the first night, put the Tattletale's "Inplay" reminder by any player's character token. Then, put the Tattletale's "Not-in-play" reminder by any not-in-play character token.

During the first night, wake the Tattletale and show them the character tokens marked with the Tattletale's reminders. Then, put the Tattletale to sleep. Remove the Tattletale's reminders when convenient.

You have a lot of options. Giving two evil characters can be more challenging, as the Tattletale will not have the benefit of any players' claims towards figuring out their info. If you give two good characters, it might be more interesting if at least one of them is likely to want to hide.

Additionally, be careful when it comes to giving a Demon bluff as the not-in-play character, as it may cause the Demon to be executed.



"Each night, learn a not-inplay character."

The Postmaster keeps learning characters that are not in play.

 The Postmaster can learn any character, so long as that character is not in play when the Postmaster wakes.

Examples

The Postmaster learns that the Rex is not in play. The next night, they learn that the Witness is not in play.

The Postmaster is poisoned. They learn that the Spree is not in play, despite the fact that it is.

The Postmaster learns that the Pariah is not in play. The next night, the Omen is mad that Becky is the Pariah, so Becky becomes the Pariah. The Postmaster is not informed that their previous information is now false.

How to Run

Each night, wake the Postmaster. Show any character token not currently associated with a player to the Postmaster. Then, put the Postmaster to sleep.

While you can show the Postmaster a Demon bluff as a not-in-play character, be mindful of whether this could cause the Demon to be executed.



"Each night, you learn how many alive Outsiders have at least one alive neighbor who is evil. [+1 Outsider]"

The Bootblack knows whether the Outsiders neighbor evil players.

- The Bootblack ability does not examine dead players. So, if an alive Outsider is sitting next to a dead player, the information refers not to the dead player, but to the closest alive player in that direction.
- The Bootblack does not count dead Outsiders. Therefore, the range of numbers that a sober & healthy Bootblack can receive is between 0 and the number of alive Outsiders (inclusive).

Examples

Everyone is alive. The Rabble-rouser neighbors the Death-gripp and the Omen. The Pariah neighbors the Witness and the Kleptocrat. The Bootblack learns a "2".

The Curator is dead and the Snakebite is alive. The Snakebite's left neighbor, the Gorgon, is dead, but the Gorgon's left neighbor, the Broker, is alive. The Snakebite's right neighbor, the Inquisitor is alive. The Bootblack learns a "0".

How to Run

While setting up the game, add one extra Outsider character token and remove one Townsfolk character token.

Each night, wake the Bootblack. Show them fingers (0, 1, 2, 3, or 4) equaling the number of alive Outsiders who have one or more evil alive neighbors (the two closest alive players to the Outsider). Then, put the Bootblack to sleep.



"Each night*, if you were nominated by another player today, you may choose 3 alive players: they are drunk until dusk."

The Parvenu gets people drunk in response to a nomination.

- The Parvenu typically needs to not be executed in order for their ability to work, as they can't choose anyone while dead.
- The Parvenu must choose either three or zero players.

Examples

During the day, Jon, the Parvenu, is nominated by Anna. He is not executed. That night, Jon chooses Anna, Zeke, and Henry, who become drunk.

During the day, Devin, the Parvenu, nominates himself. That night, he is not woken.

During the day, Francis, the Parvenu, is nominated by Abigail. That night, he is woken, but shakes his head no, to indicate that he does not want to choose anyone.

How to Run

If the Parvenu is nominated by a player other than themself, place the Parvenu's "Nominated Today" reminder by their character token.

Each night except the first, if the Parvenu is marked with "Nominated Today", wake the Parvenu. They either shake their head no or point at any 3 living players. Put the Parvenu to sleep.

If they pointed at players, put the Parvenu's "Drunk" reminders by the chosen players, marking them as as drunk.



"Each night*, choose a player: if they die tonight, you die instead & they learn that they were protected."

The Understudy protects someone... once, and the protected player learns of the Understudy's heroic deed.

• The protected player only learns that they were protected if the Understudy actually dies.

Examples

The Understudy chooses the Postmaster. The Postmaster does not die tonight, so the Understudy does not die and the Postmaster does not learn that they were protected.

Fran, the Understudy, chooses the Veni Vidi Vici. Then, the Veni Vidi Vici chooses themself, so Fran dies instead. The Veni Vidi Vici is informed that they were protected by an Understudy.

How to Run

Each night except the first, wake the Understudy. They point at any player. Put the Understudy back to sleep. Then, put the Understudy's "Understudied" reminder by the chosen player's character token.

If the played marked "Understudied" dies, they remain alive and the Understudy dies instead (mark the Understudy with their "Dead" reminder). Wake the player marked "Understudied," then show them the "The player selected you" info token. Then, put that player to sleep.

At dawn, declare which players died at night and remove the Understudy's "Understudied" reminder.



"Each night*, choose a player: if you chose the Demon, you (and you alone) die tonight."

The Thespian dies and steals the spotlight when they find the Demon.

- Because the Thespian acts before any other killer at night, if they choose the Demon, the Thespian dies and every other player is protected.
- The Thespian must actually die in order for other players to be protected by their ability.

Examples

The Thespian chooses the Curator. Later that night, the Rex kills the Parvenu.

The Thespian chooses the Deathgripp; the Thespian dies. Later that night, the Smuggler chooses the Omen and the Tarantella, but the Smuggler does not die.

The Thespian neighbors the Lightning Rod, who voted adequately to protect their neighbors. The Thespian chooses the Rex, but the Thespian cannot die. Later that night, the Rex chooses the Tattletale, who dies.

How to Run

Each night except the first, wake the Thespian. They point at any player. Then, put the Thespian to sleep. If the Thespian pointed at the Demon, the Thespian dies (mark them with the Thespian's "Dead" reminder). Then, place the Thespian's "All Safe" reminder in the center of the left side of the Grimoire. Players other than the Thespian cannot die tonight.

At dawn, remove the Thespian's "All Safe" reminder and declare which players died at night.



"Each night*, choose any number of players: if more than 1 is evil, you die."

The Smuggler brings as many players as they would like... but dies if they get too greedy.

- The Smuggler may choose as many players as they wish, but they die if they choose multiple evil players.
- They do not learn how many evil players they chose, or even whether the cause of their death was their own ability.

Examples

At night, the Smuggler chooses the Rex, the Pariah, the Snakebite, the Witness, and the Tattletale. The Smuggler does not die.

At night, the Smuggler chooses the Spree, the Broker, and the Omen. The Smuggler dies.

How to Run

Each night except the first, wake the Smuggler. They point at any number of players. Then, put the Smuggler back to sleep. If they pointed at multiple evil players, the Smuggler dies (mark them with the Smuggler's "Dead" reminder). At dawn, declare which players died at night.



"Each night*, choose 2 players (not yourself). Later tonight, if they are both alive & differ in alignment, 1 of them dies."

The Matchmaker pairs players up, but gets someone killed if they aren't compatible.

- The Matchmaker only kills if both players are still alive (and of different alignments), "later". "Later" is marked on the night order and is conceptually after (almost) all other killing abilities are done.
- If the Matchmaker chose differently-aligned players, one of them dies. However, the Storyteller may choose a protected player, resulting in no death due to the Matchmaker ability.

Examples

The Matchmaker chooses the Rex and the Tarantella. Neither player dies.

The Matchmaker chooses the Lightning Rod and the Omen. Neither of them are killed by any other player that night, so the Storyteller chooses that the Lightning Rod dies.

The Matchmaker chooses the Rat-catcher and the Kleptocrat. Then, the Rex kills the Rat-catcher. Later, the Kleptocrat does not die because the Rat-catcher is already dead.

How to Run

Each night except the first, wake the Matchmaker. They point at any two alive players. Then, put the Matchmaker to sleep. Put the Matchmaker's "Matchmade" reminders by the chosen players' character tokens. Later that night, immediately after other killing abilities have resolved, if the two players are of different alignments and both still alive, you choose one of them. That player dies; at dawn, declare which players died at night.

Usually, if the Matchmaker chooses differently-aligned players, you should kill the good player. The Matchmaker's ability is quite powerful, and should not often be performing double-duty by also killing evil players.

You should probably never kill the Demon with the Matchmaker ability, with the potential exception of a situation late in the game with an active Kleptocrat.



"Each night*, learn what type of character killed a particular player tonight."

The Witness sees a death every night, but only learns the perpetrator's character type.

- The Storyteller indicates a player and a character type

 the Witness has no control over which player's death
 they observe.
- The Witness does not learn exactly which character killed the indicated player, only whether they are a Townsfolk, Outsider, Minion, or Demon.

Examples

The Veni Vidi Vici kills the Broker. The Witness learns that the Broker was killed by a Demon.

The Snakebite thinks they are the Thespian, and they choose the Bootblack. The Bootblack dies, and the Witness learns that they were killed by an Outsider.

How to Run

Each night except the first, wake the Witness. You point to any player who died tonight, then point to the section of their character sheet corresponding to the type of character that killed the indicated player. (You can use the "Dead" reminder marking that player to remind yourself how they died.) Then, put the Witness to sleep.

If no one died tonight, do not wake the Witness.

Generally, the weakest information that the Witness can receive is that a player was killed by a Demon. Showing any other type of character narrows the pool of characters, because none of the other character types are guaranteed to kill players.

Be careful about showing the Witness that a player was killed by an Outsider, because the Snakebite is the only Outsider that can kill players.



"If you die at night, you are woken to choose a player: if they are evil & you were killed by the Demon, they die."

The Rat-catcher can set a deadly trap for the evil team... but only if they can bait the Demon.

- The Rat-catcher does not act at a specific time at night
 they should be woken right after they die.
- The Rat-catcher always wakes when they die, but their ability can never kill anyone unless they were killed by the Demon.

Examples

The Spree kills the Rat-catcher. The Rat-catcher wakes and chooses the Spree. The Spree dies, and good wins the game.

The Snakebite thinks they are the Rat-catcher. At night, the Rex chooses the Snakebite, who dies. The Snakebite chooses the Tattletale, who dies.

The Snakebite thinks they are the Smuggler. The Snakebite chooses Amy, the Rat-catcher, and the Broker. The Rat-catcher dies, so they are woken to choose a player. They choose the Gorgon, but the Gorgon does not die. Later that night, the Gorgon wakes and learns that they were chosen by Amy. The Gorgon opts to kill Amy, not knowing that she is already dead.

How to Run

If the Rat-catcher dies at night, wake them. The Rat-catcher points to a player. Then, put the Rat-catcher to sleep.

If the Rat-catcher was killed by a Demon and the Rat-catcher chose an evil player, the chosen player dies.



"Once per game, in day, choose a player: they answer a yes/no question of your choice truthfully or die tonight (not a Demon)."

The Inquisitor questions players and kills liars.

- If the Inquisitor asks their question while drunk or poisoned, but is sober and healthy that night, the questioned player still dies if they failed to reply truthfully.
- Failing to answer a question will get you killed, because you did not reply truthfully (assuming the Inquisitor is sober, healthy, and truly the Inquisitor).
- Questions must have a definite yes/no answer that can quickly be determined by the Storyteller at the time of asking.
- Because the Inquisitor "chooses" their target, a Snakebite with the Inquisitor ability can kill their target, and an Inquisitor who questions a Gorgon is eligible to be killed.

Examples

During the day, the Inquisitor asks Anna, "Are you the Lightning Rod?" Anna replies, "No." because she is the Postmaster. That night, Anna does not die.

During the day, the Inquisitor asks Zeke, "Are three evil players alive?" Zeke does not know the true answer, but chooses to respond because the question is well-formed; he replies, "Yes." That night, because two evil players were alive when Zeke answered, Zeke dies.

During the day, the Rex bluffs as the Inquisitor and asks Graham, the Omen, "Are you evil?". Graham replies, "No." That night, Graham does not die.

How to Run

During the day, the Inquisitor can declare that they wish to use their ability. If so, the Inquisitor points at any player and asks them a question. That player may respond with "yes", "no", or choose not to respond. If the questioned player is not a Demon and did not answer truthfully, put the Inquisitor's "Dead' reminder in the center of the left side of the Grimoire as a reminder to yourself. Put the Inquisitor's "No Ability" reminder by the Inquisitor token.

Tonight, if the questioned player is not a Demon and did not answer truthfully, that player dies (place the Inquisitor's "Dead" reminder by the questioned player's token).



"Your alive neighbors cannot die at night if you voted for every alive nominated player today (at least 1)."

The Lightning Rod protects their neighbors at night... if they can justify always voting.

- The Lightning Rod ability protects alive neighbors, so it protects the two alive players closest to the Lightning Rod.
- The Lightning Rod ability cares whether players were alive at time of nomination, not at time of protection.
- The Lightning Rod does not need to vote for dead players in order to retain their protection.

Examples

During the day, there are two nominations of alive players, but the Lightning Rod only votes for one of them. At night, their left alive neighbor, the Broker, is killed by the Rex.

During the day, there are no nominations. At night, the Veni Vidi Vici attacks the Lightning Rod's right alive neighbor, the Rabble-rouser, who dies.

During the day, three alive players are nominated, and the Lightning Rod diligently votes for all of them. At night, their left alive neighbor, the Smuggler, chooses the Gorgon. Later, the Gorgon chooses the Smuggler, but the Smuggler does not die.

How to Run

Each dawn, put the Lightning Rod's "Didn't Vote All" reminder by their character token, and remove the Lightning Rod's "Voted All" reminder, if present. Remove the Lightning Rod's "Safe" reminders, if any.

Each day, during any vote for execution of an alive player, pay attention to whether or not the Lightning Rod votes. If they vote and this is the first such vote of the day, replace the Lightning Rod's "Didn't Vote All" reminder with the Lightning Rod's "Voted All" reminder. If they don't vote, replace the Lightning Rod's "Voted All" reminder with the Lightning Rod's "Didn't Vote All" reminder, if any.

Each dusk, if the Lightning Rod is marked with the "Voted All" reminder, put the Lightning Rod's "Safe" reminders by each alive neighbor's character tokens. The players marked "Safe" cannot die tonight.



"You have a Townsfolk ability & think you are them. Each night*, 1 good player among those chosen with your ability dies."

The Snakebite accidentally kills one of the good players they choose.

- The Snakebite kills players at specific times at night; consult the night order to see exactly when.
- Unlike characters like the Drunk and Lunatic, the Snakebite has a working Townsfolk ability it just has a nasty side-effect.
- The character that the Snakebite thinks they are is not in play.

Examples

The Snakebite has the Smuggler ability. At night, they choose every player other than themself. The Tattletale dies because of the Snakebite ability and the Snakebite dies because of the Smuggler ability.

The Snakebite has the Understudy ability. At night, they choose the Lightning Rod. The Snakebite dies, and the Lightning Rod learn that they were protected by the Understudy ability.

The Snakebite has the Parvenu ability. At night, they choose the Pariah and the Tarantella. The Pariah dies, and the Tarantella is made drunk.

How to Run

While setting up the game, at the start of step 10, replace the Snakebite token with any Townsfolk character token that was not in play. Add the Snakebite's Snakebite reminder to the Grimoire, and put the Townsfolk character token in the bag.

While preparing the first night, put the Snakebite "Snakebite" reminder by any Townsfolk character token, changing that players character to the Snakebite. The Snakebite thinks they are the marked Townsfolk character, and you'll act as if they are that character. The Snakebite actually has the marked Townsfolk's ability, but whenever they choose one or more good players, mark one of the good players with the good players with the Snakebite's "Chosen" reminder. At the next appearance of the Snakebite in the night order, the player marked "Chosen" dies. At dawn, declare which players died at night.



"If a player would choose one of your alive neighbors with their ability, they might choose you instead."

The Rabble-rouser might accidentally get chosen over their neighbor.

• If a player chooses one of the Rabble-rouser's alive neighbors, they might choose the Rabble-rouser instead. Neither that player nor the Rabble-rouser learns that this happened.

Examples

The Smuggler chooses the Tarantella who neighbors the Rabble-rouser and the Veni Vidi Vici. The Storyteller decides that the Smuggler chooses the Rabble-rouser instead of the Tarantella, so the Smuggler does not die.

The Parvenu chooses the Broker, the Rat-catcher, and the Rex who neighbors the Rabble-rouser. The Storyteller decides that the Parvenu chooses the Rabble-rouser instead of the Rex, so the Rat-catcher and the Rabble-rouser become drunk.

The Matchmaker chooses the Thespian and the Omen, who neighbors the Rabble-rouser. The Storyteller decides that the Matchmaker does not choose the Rabble-rouser instead of the Omen, so the Thespian dies.

How to Run

Each time a player chooses either of the Rabble-rouser's alive neighbors, decide whether the Rabble-rouser is chosen instead. Do not inform the choosing player that this happened.

The Rabble-rouser is an Outsider, so their ability should generally only trigger when doing so would hurt the good team. For example, if the Demon chooses a Townsfolk next to the Rabble-rouser, you should generally not redirect the attack to the Rabble-rouser.



"If you died today or tonight, the Demon may choose a player & a non-Demon character they become (if not in play)."

The Curator allows the Demon to change someone's character when they die.

- The Curator's ability does not change players' alignments.
- The Curator's death does not cause the Demon to wake at a particular time instead, you should wake them at the next moment that is at night.

Examples

The Curator is executed. First thing at night, Rex chooses to change their Minion, Zeke, into the Postmaster. Later that night, Zeke (who is still evil) learns that the Matchmaker is not in play.

The Spree kills the Curator. After the Spree's ability is finished, the Spree is woken again. The Spree chooses to change Candice into the Pariah.

The Inquisitor asks the Curator, "Are you the Curator?". They reply, "No." That night, the Curator dies. The Deathgripp chooses to change Oscar into the Gorgon. However, Alex is already the Gorgon, so nothing happens.

How to Run

If the Curator dies, put the "Change Tonight" reminder by the Curator token. That night, wake the Demon. Show them the "This character selected you" info token, then the Curator token. The Demon either shakes their head no or points to a player and any Townsfolk, Outsider, or Minion on their character sheet. Then, put the Demon to sleep.

If they pointed to an icon of a not-in-play character, swap the chosen player's character token with the chosen character token, changing their character to the chosen character. Wake the chosen player, show the "You are" info token and their new character token, then put them to sleep. If a player's alignment does not match the color of their character token, turn it upside-down.

If players become a character typically associated with an alignment different to their current one, you may wish to remind them that their alignment is unchanged.



"If you are executed, you become evil."

The Pariah joins the evil team if they are executed.

• The Pariah becomes evil immediately upon execution. If their execution causes evil to win because too few players live, the Pariah shares in the victory.

Examples

Three players live, and the Pariah is executed. The evil team wins, including the Pariah.

The Pariah is nominated, but does not receive enough votes to be executed. They do not become evil that night.

How to Run

If the Pariah is executed, mark them with their "Becomes Evil" reminder and they become evil; turn the Pariah character token upside-down (to indicate that they are now evil).

Each night except the first, if the Pariah is marked with their "Becomes Evil" reminder, wake them, give a thumbsdown, and put the Pariah back to sleep.



"Each night*, something you were "mad" about today might come true."

The Omen can make anything happen, but only if they try to convince the group it's the case.

- The Omen's ability can make anything a reality, but they must have already been "mad" that it is true.
- Simply suggesting that something is true is not sufficient; the Storyteller must observe the Omen making a genuine effort to convince the group that it is true.
- The Omen cannot change the past. For example, being mad that someone died last night when they did not cannot somehow retroactively kill them.

Examples

At night, the neighbors of yesterday's executee die. The next day, the Omen argues that the Demon must be a Deathgripp, and disagrees with players who think a different Demon is in play. That night, the Veni Vidi Vici becomes the Deathgripp.

Anna, the Omen, asserts that they are the Postmaster. At night, they become the Postmaster.

The Omen says that David might be evil. They do not bring it up again. At night, David does not become evil.

How to Run

Each night except the first, if you feel that that the Omen has done their best to convince the group that a particular fact is true, you may change the game state to reflect that fact. If this ability changes a player's character or alignment, inform them of that change immediately.

You have a lot of freedom when it comes to the Omen. Generally, determine a "power budget" appropriate for a Minion, and try to meet or slightly exceed it. The Omen gains flexibility in that their ability can accomplish nearly anything, but suffers because execution of it is fairly public.

Be wary of creating a Veni Vidi Vici, because it might afford the evil team a trivial victory.



"Each night*, you learn which players chose you with their ability (since dawn). Choose any number of them: they die."

The Gorgon can kill any players who choose them.

- The Gorgon kills players at a specific time at night, not right after the Gorgon was chosen.
- The Gorgon counts players who choose them during the day this matters for the Inquisitor.

Examples

Sam, the Thespian, chooses the Gorgon. Later that night, the Gorgon learns that they were chosen by Sam. The Gorgon chooses not to kill Sam.

Amy, the Rat-catcher, dies due to the Inquisitor ability, so they are woken to choose a player. They choose the Gorgon, but the Gorgon does not die. Later that night, the Gorgon wakes and learns that they were chosen by Amy. The Gorgon opts to kill Amy, not knowing that she is already dead.

How to Run

Each time a player chooses the Gorgon with their ability, put a "Chosen" reminder by their character's token.

Each night except the first, wake the Gorgon. Point at each of the players marked with "Chosen" reminders. The Gorgon points at any number of those players. Those players die. Then, put the Gorgon to sleep. Remove all "Chosen" reminders.



"Your left Townsfolk neighbor is poisoned. Other Townsfolk for whom you vote or vote for you are poisoned until dawn."

The Tarantella poisons a neighbor, and then poisons even more people during voting.

- When the Tarantella votes for a player or is voted for by a player, they become poisoned immediately.
- Unlike most poison, the Tarantella's poison from voting wears off at dawn.

Examples

During the day, the Tarantella votes for the Thespian, who becomes poisoned. At night, the Thespian chooses the Rex. The Rex chooses the Lightning Rod. The Lightning Rod dies.

During the day, the Tarantella votes for the Curator, and the Curator is executed. That night, the Demon is woken to change a player's character (the Curator is healthy because they are not a Townsfolk).

During the day, the Tattletale votes for the Tarantella, becoming poisoned in the process. Because the Tattletale started with information, the poison does not matter.

How to Run

While preparing the first night, the Townsfolk closest to the Tarantella on the left becomes poisoned (mark them with the Tarantella's "Webbed" reminder).

Each day, during any vote for execution of a Townsfolk, pay attention to whether the Tarantella votes. If they do, place one of the Tarantella's "Poisoned" reminders by the nominee's character token, marking that player as poisoned.

Each day, if the Tarantella is nominated, pay attention to whether any Townsfolk vote. If they do, place one of the Tarantella's "Poisoned" reminders by each of the voters' character tokens, marking those players as poisoned.

Each dawn, remove all of the Tarantella's "Poisoned" reminders and all affected players become healthy.



"If a good player is executed, good can no longer win. Executed good players know whether or not they neighbor you."

The Kleptocrat must die.

- Once a good player is executed, the good team must figure out a way (whether by death, drunkenness, poisoning, or character change) to make the Kleptocrat stop affecting the game in order to win.
- If there is a sober & healthy Kleptocrat in play, each executed good player is told (at night) "yes" or "no", depending on whether they neighbor the Kleptocrat.
- Because the Kleptocrat's ability is worded in present tense, it constantly evaluates whether any of the executed players should know about the Kleptocrat. If a Kleptocrat is created (via the Omen or Curator), all good players who were executed this game should be retroactively informed. If the Kleptocrat ability stops affecting the game, players are not informed, as the ability that would inform them is not active.

Examples

The Rex is executed. The game does not end because the Kleptocrat is alive and already observed a good execution.

How to Run

If a good player is executed, ensure that the Kleptocrat's "Good can't win" reminder is in the center of the left side of the Grimoire, as a reminder that the good team cannot win. Additionally, mark the executed good player with one of the Kleptocrat's "Executed" reminders.

At any time at night, if there are one or more good players who were executed this game and have not been informed by this ability, one player at a time, do the following: wake the player, show the "You were selected by" info token, then the Kleptocrat token, then nod your head yes if either of their neighbors is the Kleptocrat or shake your head no otherwise, then put them to sleep.

Because the Kleptocrat ability might need to inform players on a night potentially long after their execution (due to drunkenness, poisoning, or character creation), you should mark executed good players with the Kleptocrat's "Executed" reminders even if there is no Kleptocrat in play.



"If the player you chose last night is alive, they die. If not, their alive good neighbors die. Each night, choose an alive player."

The Deathgripp is able to gain additional kills by choosing players who are about to die.

- The Deathgripp acts on the first night.
- If the Deathgripp chooses a dead player, they are prompted to choose a different player.
- There is a good deal of flexibility around how to get extra kills: you can campaign for executions, you can predict that players will die to their own ability, or even that they will die to other players' abilities if you're clever.

Examples

Edith, the Deathgripp, chooses Alex. The following day, Edith argues that Alex must be the Demon, and Alex is executed. The following night, Alex's good neighbors, Ken and Benjamin, die.

Don, the Deathgripp, chooses Mark. Mark is still alive the following night, so Mark dies.

How to Run

Each night, wake the Deathgripp. They point at any alive player. Put the Deathgripp's "Chosen" by that player's character token. Then, put the Deathgripp to sleep.

Each night except the first, immediately before the Deathgripp wakes, determine whether the previously chosen player is dead. If that player is dead, their alive good neighbors die. Otherwise, they die.



"Each night*, choose a player: they die. You may also guess their character: repeat this ability if correct; otherwise, they live."

The Spree punishes the forthcoming with death.

- There is no limit to the number of kills that the Spree can achieve, so long as they can continue to guess characters
- The Spree does not resurrect players "they live" is just shorthand for "they don't die".
- The Spree cannot guess Travelers' characters, as Travelers do not appear on the player reference sheet.

Examples

At night, the Spree chooses Mandy. Mandy dies.

At night, the Spree chooses Zeke, the Parvenu, and points to the Inquisitor character icon. Nothing happens, and the Spree goes back to sleep.

At night, the Spree chooses Neema, the Thespian, and points to the Thespian character icon. Neema dies, and the Storyteller prompts the Spree to use their ability again. Then, the Spree chooses Andrew. Andrew dies, and the Spree goes back to sleep. The next morning, it is announced that Neema and Andrew have died.

How to Run

Each night except the first, wake the Spree. The Spree points at any player, then either shakes their head no or points at any icon on their character sheet.

If the Spree didn't point to an icon, the chosen player dies (mark them with one of the Spree's "Dead" reminders).

If the Spree pointed to the icon of the chosen player's character, the chosen player dies (mark them with one of the Spree's "Dead" reminders), and repeat this ability (starting from "The Spree points at any player").

If the Spree pointed to any other character icon, nothing happens (the chosen player does not die).



"Each night*, choose a player: they die. You poison your nominators (if Townsfolk) & 1 of their Townsfolk neighbors."

The Rex punishes cavalier nominations.

- The Rex's poison does not go away on its own, unlike most poison.
- The Rex's poison applies as soon as the nomination occurs – it does not wait until night.
- When the Rex is nominated, either the closest clockwise or closest counterclockwise Townsfolk the their nominator is poisoned, regardless of whether the nominator is alive or dead.

Examples

Jon, the Parvenu, nominates Ben, the Rex. Jon becomes poisoned, as well as his left neighbor, the Postmaster.

Jie, the Snakebite, nominates George, the Rex. Her left Townsfolk neighbor, the Understudy, becomes poisoned. Jie remains healthy because she is not a Townsfolk.

Beth, the Witness, nominates Lou, the Rex. Beth and her right neighbor, Kaya, the Matchmaker, become poisoned. Lou is executed, but the game does not end because of the Kleptocrat ability. Beth and Kaya become healthy because the Rex is dead.

How to Run

If a player nominates the Rex, choose one of the Townsfolk closest to the nominator; they are poisoned. If the nominator is a Townsfolk, they are poisoned. Place one of the Rex's "Poisoned" reminders by each of the poisoned players, marking them as poisoned.

Each night except the first, wake the Rex. They point at any player. That player dies (mark them with the Rex's "Dead" reminder). Then, put the Rex to sleep.



"Each night*, choose a player: they die. If you kill yourself and no Outsiders live, evil wins instead. [exactly 3 Outsiders]"

The Veni Vidi Vici brings three Outsiders to the town and can win by killing them all.

- The Veni Vidi Vici must actually die to their own ability for it to make them win; if the Veni Vidi Vici is protected from death by an effect like Lightning Rod or Understudy, nothing happens, regardless of how many Outsiders live.
- The Veni Vidi Vici sets the number of Outsiders to 3, regardless of what other effects modify the number of Outsiders.
- Because the Veni Vidi Vici's ability uses the word "instead", the Veni Vidi Vici's ability trumps the rule that would normally cause good to win the resulting tie game.

Examples

The Rabble-Rouser, the Pariah, and the Snakebite are dead. At night, the Veni Vidi Vici chooses themself, killing themself. As a result, evil wins.

The Curator is bluffing as the Inquisitor. The Rabble-Rouser and the Pariah are dead, as well as the Smuggler who (incorrectly) suspects that they are the Snakebite. At Night, the Veni Vidi Vici chooses themself, killing itself. Good wins because all Demons are dead.

How to Run

While setting up the game, add or remove a number of Outsider character tokens (and remove the corresponding number of Townsfolk character tokens) necessary for there to be exactly three Outsiders. This effect overrides all other setup effects that modify the number of Outsiders.

Each night except the first, wake the Veni Vidi Vici. The Veni Vidi Vici points at any player. Put the Veni Vidi Vici to sleep. The chosen player dies (mark them with the Veni Vidi Vici's "Dead" reminder).

If the Veni Vidi Vici killed themself, check whether all Outsiders are dead. If so, declare that the game ends and evil wins.

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