

A loving tribute to Steven Medway's

Blood on the Clocktower, by

Andrew Conant.

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. Additionally, 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 adapting quickly to new situations.

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.

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 to prevent good from running the show. Characters like Omen, Curator, and Kleptocrat also provide very aggressive lines of play that may not be immediately obvious, but can be devastating.



"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 the Broker is created on a later night, their ability has no effect, given that the Demon info step is long past.

### Examples

Andrew is the Broker. The Rex wakes on the first night to learn that the Trapezist, the Inquisitor, and the Tattletale are not in play. Mandy is the Trapezist, 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 Apothecary, 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.

Just like games where the Broker is absent, you have a lot of power when it comes to which bluffs you show the Demon. 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 an Broker is in play. Conversely, showing characters that hide, such as the Pariah or the Trapezist 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 great idea, because it doesn't actually give the Demon any information.



"You start knowing a pair of characters, exactly 1 of which is in-play."

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

- Because the Tattletale won't know which one is in play, they will need to do some detective work (especially if both characters are claimed!).
- They only get 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 Veni Vidi Vici. The Tattletale learns that either the Apothecary or the Veni Vidi Vici is in-play. Later in the game, the Omen is mad that Yuan is the Veni Vidi Vici. That night, Yuan becomes the Veni Vidi Vici. 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.



"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.

#### 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 an evil alive neighbor. [+1 Outsider]"

• Bullets go here.

## Examples

Examples go here.

#### How to Run



"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.
- If the Parvenu chooses the Gorgon, the Parvenu dies.

# 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, shakes his head no, to indicate that he does not want to choose anyone.

# How to Run

If the Parvenu is nominated, place the Parvenu's "Nominated Today" reminder by their character token.

Each night, 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 this."

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

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

#### Examples

The Understudy chooses the Spree. Then, the Cultist chooses to use their ability. Because the Understudy is "protecting" the Spree, the Understudy dies and the Spree does not. The Spree learns that the Understudy chose them, and the Cultist does not become a Demon.

The Understudy chooses the Postmaster. The Postmaster does not die tonight, so the Understudy does not die and the Postmaster does not learn that the Understudy chose them.

# 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. Wake the player marked "Understudied," show them the "The player selected you" info token, and then the Understudy 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.

#### Examples

The Thespian chooses the Apothecary. 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.

#### 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 investigates as many players as they would like... but dies if they get too greedy.

- The Smuggler chooses 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. Later tonight, if they are both alive & differ in alignment, 1 of them (not a Demon) dies."

The Matchmaker pairs players up, but gets someone killed if the date goes wrong.

- If the Matchmaker chose differently-aligned players, one of them must die (if possible); a protected player cannot "soak" the Matchmaker's kill.
- The Matchmaker cannot kill a Demon with its 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 die that night, so right before dawn, the Storyteller chooses that the Lightning Rod dies.

The Matchmaker chooses the Rat-catcher and the Kleptocrat. Then, the Rex kills the Rat-catcher. Right before dawn, 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, right before dawn, If the two players are of different alignments and both still live, you choose one of them who is not a Demon. 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.



"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.

# 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 Trapezist. The Trapezist 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."

• Bullets go here.

# Examples

Examples go here.

#### How to Run



"Once per game, in day, publicly ask 1 player a yes/no question. Tonight they die unless they replied truthfully (or are 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).
- Players are considered to have answered malformed questions truthfully regardless of how or whether they respond. A question is considered "malformed" if, at the time of asking, the Storyteller cannot determine a yes/no answer to it.

## Examples

During the day, the Inquisitor asks Anna, "Are you the Trapezist?" 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 Inquisitor asks Graham, "Is evil going to win tonight?" Graham chooses not to respond, because the question is malformed (it does not have a verifiable answer from the Storyteller's perspective). 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 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 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 nomination today (at least 1)."

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

- Assuming they voted sufficiently, the Lightning Rod protects their alive neighbors, regardless of alignment. This means the ability is never wasted on dead players, but might protect evil players.
- Because a dead player does not have an ability, it does not matter how the Lightning Rod votes once they are dead.

#### Examples

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

During the day, there are no nominations. At night, the Deathgripp attacks the Lightning Rod's right alive neighbor, the Rabble-rouser, who 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, pay attention to whether or not the Lightning Rod votes. If they vote and this is the first 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 and think you are that Townsfolk. A good player among those chosen with your ability dies."

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

- Unlike characters like the Drunk and Lunatic, the Snakebite has a working Townsfolk ability it just has a nasty side-effect.
- The Snakebite can only kill a good player.
- The character that the Snakebite thinks they are is not in play. This matters for characters like Spree, Tattletale, and Broker.

#### Examples

The Snakebite thinks they are the Smuggler. At night, they choose every player other than themselves with the Smuggler ability. The Tattletale dies because of the Snakebite ability and the Snakebite dies because of the Smuggler ability.

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

The Snakebite thinks they are the Parvenu. At night, they choose the Pariah and the Tarantella with the Parvenu ability. 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, one of the good players dies (mark them with one of the Snakebite's "Dead" reminders). At dawn, declare which players died at night.



"If a player would choose one of your 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 neighbors, they might choose the Rabble-rouser instead. Neither the player nor the Rabble-rouser learn that this happened.

#### Examples

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

The Parvenu chooses the Trapezist and the Rex who neighbors the Rabble-rouser. The Storyteller decides that the Parvenu chooses the Rabble-rouser instead of the Rex, so the Trapezist and the Rabble-rouser become drunk. Later, the Rabble-rouser dies, so the Trapezist and the Rabble-rouser become sober.

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 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 its 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 die, tonight, the Demon may choose a player & a non-Demon character they become (if not-in-play)."

• Bullets go here.

# Examples

Examples go here.

#### How to Run



"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."

"Each night\*, you learn which players chose you with their ability tonight. Choose any number of them: they die."

The Omen can make anything happen, but only if they try to convince the group that it has already happened.

- 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.

The Omen argues that Mandy, the Postmaster, is the Tarantella and that she is voting for people to poison them. At night, the players for whom Mandy voted and who voted for Mandy become poisoned until dawn.

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 gamestate to reflect that fact. If this ability changes a player's character or alignment, inform them of that change immediately.

• Bullets go here.

# Examples

Examples go here.

How to Run



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

If a good player is executed, good can no longer win. Executed good players know whether they neighbor you.

"If a good player is executed, good can no longer win. Executed good players know whether they neighbor you."

The Tarantella poisons a neighbor, and then poisons people who vote for them and for whom they vote.

- 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 Trapezist. The Trapezist dies.

During the day, the Tarantella votes for the Apothecary. The Apothecary is executed, and all Townsfolk become poisoned (the Apothecary 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.

# Examples

Examples go here.

• Bullets go here.

#### How to Run



"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

During the first 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 following night, immediately before the Deathgripp wakes, determine whether the previous 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 right; 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" just means that they don't die.
- The Spree cannot guess Travelers' characters.

#### 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, the Apothecary, and points to the Itinerant character icon. Nothing happens, and the Spree goes back to sleep. The next morning, it is announced that Neema has 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. Your nominators (if Townsfolk) & 1 of their neighbors (if Townsfolk) are poisoned."

• Bullets go here.

## Examples

Examples go here.

#### How to Run



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

The Veni Vidi Vici can win by conquering the Outsiders... at great risk to itself.

- The Veni Vidi Vici must actually die to its own ability for it to win the game; if the Veni Vidi Vici is protected from death by an effect like Lightning Rod or Understudy. In these cases, 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 does not cause simultaneous good and evil wins.

### Examples

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

The Inquisitor is bluffing as the Apothecary. The Rabble-Rouser and the Pariah are dead, as well as the Smuggler who suspects that they are the Snakebite. At Night, the Veni Vidi Vici chooses itself, 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 token (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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#### Character credit:

• Insider: evil.lemons (design)

• Tattletale: ColorfulPockets (inspiration)

• Itinerant: ColorfulPockets (design)

• Archivist: Sionar (design)

• Celebrity: Jon Simantov (design)

• Sleuth: Juice (design, naming)

• Witness: drgnrave (inspiration)

• Inquisitor: ColorfulPockets (design, naming)

• Tarantella: genoards (naming)

• Omen: Uncleeurope (design, naming)

• Veni Vidi Vici: Stitchface, ColorfulPockets (development)

• Deathgripp: arctem (development)

• Spree: Stitchface (naming, development), ColorfulPockets (development)

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- Celebrity: "movie star" by Nikita Kozin from the Noun Project
- Veni Vidi Vici: Kisho

• All others: game-icons.net

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