Lies

Spies & Eyes

A loving tribute to Steven Medway's
Blood on the Clocktower, by
Andrew Conant.

Lies, Spies, & Eyes is all about identity deduction and choosing. Good players have very powerful abilities, 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. Many of the Minion and Demon abilities are at their most potent if the evil team can match specific characters to players, so the good team must play carefully and with perceptive calculus to determine who deserves their trust.

Advanced. Recommended for players who enjoy being creative about sharing information, being investigative even as evil, and wading through the vast history of decisions made in a single game to find the contradictions.

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, poison is limited and observable effects are numerous, so synthesizing the right information will often lead you straight to impossible claims from the evil team.

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 varied and powerful tools at their disposal, but need to use them with precision so as to prevent the good team from zeroing in on the particular Demon or Minion(s). Each Minion and Demon 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.

As an evil player, you will typically need to be nosy about good players' characters in order to get the Tarantella's poison where it needs to be, seduce players into choosing the Gorgon, or outright murder them all with the brutal Spree; find the right justifications and infiltrate the circles of trust where truth flows about!

"The Demon receives 4 bluffs, but 2 are in-play characters. If you die, they learn which are in play."

The Broker gives the Demon an extra bluff, but two of their bluffs are wrong.

- If the Broker is drunk or poisoned on the first night, the Demon learns 3 not-in-play bluffs, as normal.
- If the Broker is drunk or poisoned when they die, the Demon does not receive any information.
- If a Broker is created, it cannot retroactively affect a previous Demon info step.
- If one or both of the originally in-play characters are not in play when the Broker dies, show the Demon whatever characters are still in play, if any.

Examples

The Grist wakes on the first night to learn Chauffeur, Tattletale, Curator, and Inquisitor. Mandy is the Chauffeur, and Henry is the Inquisitor.

The Broker dies. The Grist wakes to learn that the Chauffeur and the Inquisitor are in play.

How to Run

During the Demon Info step, show the Demon two good character tokens that are in play and two good character tokens that are not in play. The tokens should be presented in an arbitrary order, so the Demon does not know which ones are in play. Mark the in-play tokens with IN-PLAY reminders.

If the Broker dies, mark them with the INFO TONIGHT reminder. During that night, wake the Demon. Show them the "This character selected you" info token, then the Broker token, then the character tokens marked IN-PLAY. Put the Demon to sleep.

> 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 which bluffs are real. Conversely, showing characters that hide, such as the Pariah, will make it more difficult to determine.
>
> Additionally, the Broker should not be included as one of the in-play characters, as the Demon already knows that they are in play.

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

"Each night, you learn a not-in-play character."

The Tattletale learns two characters and knows that only one of them 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 Lamplighter. The Tattletale is poisoned, so they learned that either the Witness or the Lamplighter is in play.

How to Run

While preparing the first night, put the Tattletale's IN-PLAY 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. The tokens should be presented in an arbitrary order, so the Tattletale does not know which one is which. 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.

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 at the moment the Postmaster wakes.

Examples

The Postmaster learns that the Grist 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 day, 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.
>
> Although the Postmaster does not need to learn a set of completely unique characters, it is typically more fun when they do. Only show duplicate characters if the good team is very far ahead, or if you feel it is important for the Postmaster to know that a given character is *still* not in play.

"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 Crescendo. 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 at least one alive neighbor who is evil (referring to the two alive players closest to the Outsider). Then, put the Bootblack to sleep.

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

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

- 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 Veni Vidi Vici, the good 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.

"Each night*, choose a player: if they are the Demon, you die & no one else can die tonight."

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

- The Thespian must actually die in order for other players to be protected by their ability.
- 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 cannot protect players from the Snakebite, so it is possible for two deaths to occur on a night where the Thespian chooses the Demon.

Examples

The Thespian chooses the Curator. Later that night, the Grist kills the Pariah.

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 Lamplight chooses the Thespian. The Thespian chooses the Grist, but the Thespian cannot die. Later that night, the Grist 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. 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.

"Each night*, choose 2 alive players: you learn which, if either, is more likely to die tonight."

The Pessimist knows who is probably going to die.

- The Pessimist learns the Storyteller's opinion.

Examples

During the day, the Witness claims to be the Witness. That night, the Pessimist chooses the Witness. The Storyteller expects the Demon to attack the Witness tonight, so they point at the Witness.

The Snakebite thinks they are the Pessimist. They choose Howard and Anna. The Storyteller expects to kill Howard tonight with the Snakebite ability, so they point at Howard.

The Pessimist chooses the Spree and the Tattletale. The Spree is very unlikely to die tonight, and it is plausible that the Spree will kill the Tattletale, so the Storyteller points at the Tattletale.

The Pessimist chooses the Spree and the Tarantella. It is unlikely for either of them to die tonight, so the Storyteller shrugs.

How to Run

Each night except the first, wake the Pessimist. They point at two players. If either player is, in your estimation, more likely to die tonight than the other, point at that player. Otherwise, shrug. Then, put the Pessimist to sleep.

> Typically, evil players are less likely to die at night than good players, but this is not always the case.

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

"Each night*, you may choose 2 alive players (not yourself): if they differ in alignment, one of them dies."

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

- The chosen player only learns that they were protected if the Understudy actually dies and the protected player actually survives.

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 player marked UNDERSTUDIED dies, they remain alive and the Understudy dies instead. Wake the player marked UNDERSTUDIED, then show them the "The player selected you" info token, then the Understudy character token. Put that player to sleep.

At dawn, remove the Understudy's UNDERSTUDIED reminder.

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

- The Matchmaker does not have to choose players, if they are afraid of causing an extra death.

Examples

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

The Matchmaker chooses the Pessimist and the Omen. The Storyteller chooses that the Pessimist dies.

How to Run

Each night except the first, wake the Matchmaker. They either shake their head "no" or point at any two alive players except themself. Put the Matchmaker to sleep.

If they shake their head "no", nothing happens.

If they point at two players and the two players are of different alignments, you choose one of them. That player dies.

> 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. Occasionally, if you have the opportunity to kill the Grist or a Minion whose ability is no longer very useful, doing so can cast doubt on the surviving player.

"Each night*, learn what type of character killed a specific player tonight. If you are chosen, you are drunk until dawn."

"Each night*, choose a player (not yourself): they & players (other than yourself) who choose them cannot die tonight."

The Witness learns, roughly, who killed someone each night, but cannot stand being chosen.

- The Storyteller indicates a player and a character type – the Witness does not choose who to see.
- The Witness does not learn exactly which character killed the indicated player, only whether they are a Townsfolk, Outsider, Minion, or Demon.
- The Witness is drunkened if any player chooses them with their ability, including the Inquisitor.

Examples

The Chauffeur chooses the Witness. Later that night, the Grist kills the Tattletale. The Witness is drunk, so they learn that the Tattletale was killed by a Townsfolk.

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

How to Run

If a player chooses the Witness with their ability, mark the Witness with their DRUNK reminder, making them drunk.

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.

Each dawn, the Witness becomes sober.

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 significantly narrows the pool of characters, because none of the other character types are guaranteed to kill players.
>
> The Snakebite is the only Outsider that can kill players, so be careful when showing "Outsider".

The Lamplighter creates a safe space for the town.

- The Lamplighter never protects themselves, whether by choosing themselves or choosing their target.
- The Lamplighter only protects players from death, not from other negative effects.
- The Lamplighter protects even Demons and Minions.

Examples

The Lamplighter chooses the Tattletale. Then, the Understudy chooses the Tattletale. Later, when the Grist attacks the Understudy, they do not die.

The Inquisitor chooses the Veni Vidi Vici, asking them, "Are you evil?". They respond, "No." At night, the Lamplighter chooses the Inquisitor. The Veni Vidi Vici chooses the Inquisitor, but the Inquisitor survives. The Veni Vidi Vici survives the Inquisitor ability.

How to Run

Each night except the first, wake the Lamplighter. They point at any player except themselves. Put the Lamplighter to sleep. Mark the chosen player with the LIGHT SOURCE reminder.

Later that night, if a player chooses the player marked LIGHT SOURCE, mark them with SAFE. If a player marked LIGHT SOURCE or SAFE would die tonight, they do not.

"Each night*, choose an alive player (not the same as last night & not yourself): if they are a Townsfolk, you cannot die tonight."

"Once per game, in day, publicly choose a player: they answer a yes/no question of your choice truthfully or die tonight."

The Chauffeur is safe at night, assuming they can find a Townsfolk to drive.

- The Chauffeur is safe for the rest of the night even if a chosen Townsfolk becomes a non-Townsfolk.
- Because the Snakebite ignores protection, it is possible for the Chauffeur to die, even if they are sober, healthy, and chose a Townsfolk.

Examples

The Chauffeur chooses the Tattletale. The Spree attacks the Chauffeur, but they survive.

The Chauffeur chooses the Thespian. Then, the Matchmaker kills the Curator, which allows the Grist to turn the Thespian into the Pariah. When the Grist attacks the Chauffeur, the Chauffeur survives.

How to Run

Each night except the first, wake the Chauffeur. They point at any player except themself or the player marked CHOSEN, if any. Put the Chauffeur to sleep. Mark the chosen player with the CHOSEN reminder and, if they are a Townsfolk, mark the Chauffeur with their SAFE reminder. Tonight, the Chauffeur cannot die.

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 be quickly determined by the Storyteller at the time of asking – otherwise, they are invalid.
- 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 Chauffeur?" 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 he knows 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 Deathgripp 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. If the questioned player answers falsely or chooses not to respond, put the Inquisitor's DEAD reminder by the questioned player's token. Put the Inquisitor's NO ABILITY reminder by the Inquisitor token.

Tonight, if the questioned player is marked DEAD, they die.

"You have a Townsfolk ability & think you are them. Each night*, a player you chose since dawn might die, even if they can't."

"If you are executed, you become evil."

The Snakebite might accidentally kill one of the players they choose.

- The Snakebite kills players at a specific time at night (**even if the Snakebite is dead**); consult the night order to see exactly when.
- Unlike characters like the Drunk and Marionette, the Snakebite has a working Townsfolk ability – it just has a nasty side effect.
- The character that the Snakebite thinks they are has a "choosing" ability and is not in play.

Examples

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

The Snakebite has the Understudy ability. At night, they choose the Lamplighter. The Snakebite ability prevents the Understudy ability from protecting the Lamplighter, so the Lamplighter dies.

The Snakebite has the Thespian ability. At night, they choose the Grist. The Thespian dies, then the Grist dies. The Omen becomes a Grist.

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's 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 will act as if they are that character. The Snakebite actually has the marked Townsfolk's ability, but whenever they choose one or more players, you may also mark one of the players with the Snakebite's CHOSEN reminder. At the Snakebite's spot in the night order, the player marked CHOSEN dies.

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. Evil wins, including the now-evil Pariah.

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

The Pariah is dead, but the town chooses to execute them anyway. The Pariah does not become evil, as their ability is not active.

How to Run

If the Pariah is executed, they become evil. Turn the Pariah character token upside-down (to indicate that they are now evil). Inform the Pariah of this change at the earliest night opportunity.

Rabble-rouser

"If one of your alive neighbors chooses one or more players, you might be substituted for one of their choices."

The Rabble-rouser disrupts their neighbors' choices.

- No one is informed when this occurs.
- This never modifies the total number of players chosen. If a neighbor chooses more than one player, the Rabble-rouser can only be substituted for one of their choices.
- Because the Inquisitor chooses a player with their ability, the Rabble-rouser is eligible to be substituted for the Inquisitor's choice. In this case, the response of the player who thinks they are being questioned by the Inquisitor does not matter, and the Rabble-rouser must respond truthfully to survive.

Examples

The Smuggler chooses the Omen and the Tarantella. The Rabble-rouser is one the Smuggler's alive neighbors, so the Storyteller decides that the Smuggler actually chooses the Rabble-rouser and the Tarantella. The Smuggler does not die.

The Inquisitor asks Craig, the Crescendo, "Are you evil?" The Storyteller decides that the Inquisitor actually chooses their alive neighbor, the Rabble-rouser. Craig replies, "No." That night, the Rabble-rouser dies because they did not reply truthfully to the Inquisitor's question.

How to Run

If either of the Rabble-rouser's alive neighbors (that is, the two alive players closest to the Outsider) uses their ability to choose one or more players, you may decide that that neighbor chooses the Rabble-rouser instead of one of the players they actually chose.

> Because the Rabble-rouser is an Outsider, their ability should typically not help the good team. Although it is possible for a neighboring Demon's attack to be redirected from a useful Townsfolk to the (relatively) useless Rabble-rouser, it is usually worse for the good team if the chosen Townsfolk dies as normal.

Curator

"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.
- If there is more than one living Demon, the Storyteller chooses which one to wake.

Examples

The Curator is executed. At night, the Grist chooses to change their Minion, Zeke, into the Postmaster. Later that night, Zeke learns that the Chauffeur 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 Snakebite kills the Curator. 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. At the earliest night opportunity, 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 the player's alignment does not match the color of their character token, turn it upside-down.

> If a good player becomes a Minion, or an evil player becomes a Townsfolk or Outsider, you may wish to remind them that their alignment has not changed.

"Things you are "mad" about might come true."

"Each night*, you learn which players chose you (since dawn); you may choose 1 of them: they die."

The Omen can make anything happen, but only if they try to convince the group it is true.

- 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

At any time, 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 at the soonest night moment possible.

> 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 achieving it is fairly public.
>
> Be wary of creating a Veni Vidi Vici, because it might afford the evil team a trivial victory.

The Gorgon can kill a player who chooses them.

- The Gorgon learns every player who chose them since the previous dawn, even if those players were drunk or poisoned at the time.
- The Gorgon kills a player at a specific time at night, not right after the Gorgon was chosen. Consult the night order to see when this is.
- The Gorgon counts players who choose them during the day, such as 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.

The Pessimist is poisoned, and they choose the Gorgon and the Spree. Even though the Pessimist is poisoned, the Gorgon learns they were chosen by the Pessimist, and opts to kill the Pessimist.

How to Run

If a player chooses the Gorgon with their ability, put a DEAD reminder by their character token.

Each night except the first, wake the Gorgon. Point at each of the players marked with DEAD reminders. The Gorgon points at one of those players or shakes their head "no". Then, put the Gorgon to sleep. If the Gorgon pointed at a player, that player dies. Remove DEAD reminders from players at whom the Gorgon did not point, indicating that they did not die.

"If you die by execution, tonight, you may decide that players who die tonight die tomorrow night instead, plus 1 extra."

"There is 1 alive poisoned player; you know their character. If chosen by Townsfolk, their poison moves to the chooser."

The Crescendo delays the excitement by one night.

- The suspended deaths occur in normal night order, not simultaneously. The extra death occurs last.
- The Crescendo only has one opportunity to use their ability: the night immediately after they die by execution.
- The suspended deaths are caused by the Crescendo, not by their original sources.

Examples

The Crescendo is executed, and dies. At night, they choose to use their ability. Then, the Grist chooses the Rabble-rouser. No one dies that night. The next night, the Rabble-rouser dies, then the Postmaster.

The Crescendo is executed, and dies. At night, they choose to use their ability. Then, the Thespian chooses the Grist. The Thespian does not die. The Grist chooses the Pariah. The Pariah does not die. The next night, the Thespian dies, then the Pariah, then the Pessimist.

How to Run

If the Crescendo dies by execution, mark them with their EXECUTED reminder.

Each night, if the Crescendo is marked EXECUTED, wake the Crescendo. They either shake their head "no" or nod their head "yes". If they nod their head "yes", place their SUSPENDED reminder in the center of the left side of the Grimoire. If a player would die at night while the Grimoire is marked SUSPENDED, they do not.

Then, remove the EXECUTED reminder.

Each night, if the Grimoire is marked SUSPENDED, remove the reminder. Then, every player who would have died last night dies. They die in the order indicated by the "Other Nights" section of the night sheet. Finally, you choose any player. The chosen player dies.

> It is easier to remember which deaths are suspended if you do not remove their DEAD reminders until they actually die.

The Tarantella's poison travels across the town and spies on players' identities.

- The Tarantella learns the poisoned player's character, **but not which player has that character**.
- This ability leans very heavily on the present tense. If, at any point, either of the invariants described in the ability do not hold, you must immediately satisfy them. If there is ever not 1 alive poisoned player (typically because the previous one died), assign the poison to another player who is alive. If the poison moves to a new player, inform the Tarantella which character is currently poisoned.

Examples

Ted, the Tattletale, starts poisoned. The Tarantella learns that the Tattletale is poisoned. Then, Sara, the Smuggler, chooses Ted, as well as the Grist and the Omen. Sara becomes poisoned and Ted becomes healthy. Sara does not die. The Tarantella learns that the Smuggler is poisoned.

Peter, the Postmaster, starts poisoned. The Tarantella learns that the Postmaster is poisoned. Then, Grace, the Grist, chooses Peter. Peter dies, and Grace does not become poisoned. Chet, the Chauffeur becomes poisoned and Peter becomes healthy. The Tarantella learns that the Chauffeur is poisoned.

How to Run

At all times, if no alive player is poisoned, choose a player to be poisoned (mark them with the POISONED reminder).

If a Townsfolk chooses the player poisoned by the Tarantella with their ability, that Townsfolk becomes poisoned and the chosen player becomes healthy (move the Tarantella's POISONED reminder).

When the poison moves to a new player for any reason, wake the Tarantella at the earliest night opportunity. Show that player's character token to the Tarantella. Put the Tarantella to sleep.

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

The Deathgripp causes mayhem when they correctly predict a forthcoming death.

- Unlike most Demons, 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, Alex is executed. The following night, Alex's good living 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 to sleep. Then, put the Deathgripp's CHOSEN reminder by that player's character token.

Each night except the first, immediately before the Deathgripp wakes, determine whether the player marked CHOSEN is dead. If that player is dead, their good living neighbors die – that is, the two good, living players (ignoring evil players, ignoring dead players) seated closest to the player marked CHOSEN. Otherwise, the player marked CHOSEN dies.

"Each night*, choose a player: they die. If you are killed by an ability, a Minion becomes an evil Grist."

The Grist must be killed democratically.

- The only way to kill the Grist that does not involve an ability is execution.
- In the strange case where a Minion is good, they also become evil when they become a Grist.

Examples

The Grist chooses the Tattletale. The Tattletale dies.

The Grist chooses themself. The Grist dies, and Gary, the Gorgon, becomes a Grist. Gary is woken to be informed that he is now a Grist.

The Inquisitor asks Gabi, the Grist, "Are you the Demon?" Gabi replies, "No." That night, Gabi dies and Tricia, the Tarantella, becomes a Grist. Tricia is woken to be informed that she is now a Grist.

How to Run

Each night except the first, wake the Grist. The Grist points at any player. Put the Grist to sleep. The chosen player dies.

If the Grist dies because of an ability (including their own), choose an alive Minion and put one of the Grist's IS THE GRIST reminders by their character token, changing their character to a Grist. Wake the new Grist, show them the "You are" info token, then show them the Grist token. Put the new Grist to sleep.

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

"Each night*, choose any number of players and their good characters: if correct, they all die. If you chose no-one, a player dies."

The Veni Vidi Vici makes three Outsiders live in fear.

- The Veni Vidi Vici must actually die to their own ability for it to make them win; if the Veni Vidi Vici does not actually die, nothing happens, regardless of how many Outsiders live.
- The Veni Vidi Vici sets the number of Outsiders to 3, regardless of any other effects that modify the number of Outsiders.
- Because the Veni Vidi Vici's ability uses the word "instead", the Veni Vidi Vici's ability overrides the rule that would normally tiebreak simultaneous good and evil victories towards good.

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 alive 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, and dies. 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 or add 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.

The Spree punishes the forthcoming with death.

- The deaths occur in the order chosen, not simultaneously.
- The Spree cannot guess evil characters.
- Demons and Minions are always evil characters and Townsfolk and Outsiders are always good characters, regardless of the alignment of the player who has them.

Examples

The Spree shakes their head "no" and goes to sleep. The Storyteller chooses that the Pariah dies.

The Lamplighter chooses the Broker. The Spree chooses the Witness, guesses "Witness", the Lamplighter, guesses "Lamplighter", the Broker, and guesses "Broker". The Witness dies, then the Lamplighter, then the Broker.

How to Run

Each night except the first, wake the Spree. If they shake their head "no", put them to sleep. You choose any player. That player dies.

Otherwise, the Spree points to any player, and then any Townsfolk icon or Outsider icon on their character sheet. If the character matches the chosen player's character and the player can die, mark them as DEAD. The Spree may do this for any number of players. Once they are finished, put them to sleep. If the Spree didn't make any incorrect guesses, the players marked DEAD die.

> The Spree's ability to avoid choosing is a safety valve to ensure that the game does not stall when no one claims any characters publicly. Typically, if the Spree leaves their kill up to you, the kill should be subpar, since they are choosing not to engage with their ability.