



*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 themselves. 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 extremely violent evil characters to keep the most valuable Townsfolk alive. While the good team does not receive many concrete nuggets of information, several nights of ability use can usually be synthesized into powerful conclusions.

Characters like the Insider, 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 unique 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.

The evil team will typically need to infiltrate good circles of trust in order to learn whose identities are being protected and to suss particularly dangerous characters, such as the Insider and Trapezist.



"The Demon's bluffs are in-play characters."

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

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

Examples

Andrew is the Insider. 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 Insider 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 Stunt Double 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 Insider 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 Insider 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 Insider too often.



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 "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. Then, put the Tattletale to sleep. Remove the Tattletale's reminders when convenient.



The Archivist keeps learning characters that are not in play.

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

Examples

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

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

How to Run

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

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



The Itinerant keeps learning players with different character types, but doesn't know who is who.

- If the Itinerant is drunk or poisoned, the Storyteller points to an arbitrary player, but the Itinerant's cycle continues to advance as normal.
- The cycle loops, so the Itinerant learns a Townsfolk player after they learn a Minion player.

Examples

On the first night, the Storyteller points to the Apothecary. On the next night, they point to the Omen.

The Storyteller points to the Inquisitor. The next night, the Itinerant is poisoned and the Storyteller points to the Spree.

How to Run

While setting up the game, add one extra Outsider character token and remove one Townsfolk character token. Also, place either the "Townsfolk", "Outsider", or "Minion" reminder by the Itinerant's character token.

Each night, wake the Itinerant. You point at a player who has a character of the same type as the reminder by the Itinerant's character token. Replace the current reminder with the next one in this cycle: Townsfolk, Outsider, Minion, Townsfolk Then, put the Itinerant to sleep.

Because the Itinerant adds an Outsider, dying before their second night of information can be brutal for the good team. Keep this in mind while Storytelling.

The value of the Itinerant's information can change significantly based on which players you point to. For example, pointing to a player who has (truthfully) claimed Outsider will typically pan out better for the Itinerant than pointing to a hidden Pariah who wants to become evil.



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 Insider. The Witness learns that the Insider was killed by a Demon.

The Snakebite thinks they are the Celebrity, 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.



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



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

- Because the Celebrity acts before any other killer at night, if they choose the Demon, the Celebrity dies and every other player is protected.

Examples

The Celebrity chooses the Apothecary. Later that night, the Rex kills the Reveler.

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

How to Run

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

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

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

- The protected player only learns that they were protected if the Stunt Double truly dies.

Examples

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

The Stunt Double chooses the Archivist. The Archivist does not die tonight, so the Stunt Double does not die and the Archivist does not learn that the Stunt Double chose them.

How to Run

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

If the player marked "Watched" dies, they remain alive and the Stunt Double dies instead. Wake the player marked "Watched," show them the "The player selected you" info token, and then the Stunt Double token. Then, put that player to sleep.

At dawn, declare which players died at night and remove the Stunt Double's "Watched" reminder.



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. The Storyteller chooses that the Lightning Rod dies.

How to Run

Each night except the first, wake the Matchmaker. They point at any two alive players. Then, put the Matchmaker to sleep. If the two players are of different alignments, you choose one of them who is not a Demon. That player dies (mark their character token with the Matchmaker's "Dead" reminder). 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*, choose any number of players: if more than 1 is evil, you die."

- The Sleuth 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 Sleuth chooses the Rex, the Pariah, the Snakebite, the Witness, and the Tattletale. The Sleuth does not die.

At night, the Sleuth chooses the Spree, the Insider, and the Omen. The Sleuth dies.

How to Run

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



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



"Once per game, in day, publicly ask someone a yes/no question. Tonight they die unless they replied truthfully (or are a Demon)."

The Reveler gets people drunk in response to a nomination.

- The Reveler typically needs to not be executed in order for their ability to work, as they can't choose anyone while dead.
- If the Reveler chooses the Gorgon, the Reveler dies.

Examples

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

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

During the day, Francis, the Reveler, 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 Reveler is nominated, place the Reveler's "Nominated Today" reminder by their character token.

Each night, If the Reveler is marked with Nominated Today, wake the Reveler. They either shake their head no or point at any 3 living players. Put the Reveler to sleep.

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

- 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 Archivist. 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.



The Trapezist can win when all else is lost.

- The Trapezist's ability is checked continuously, so they win as soon as all other living players are evil.
- If the Trapezist is alive with only the Demon, good wins due to fact that good wins when both teams win simultaneously.
- In the extremely unlikely scenario where the Trapezist is evil and all other living players are good, evil wins. This is only possible if all living Demons are good, or if the game is extended beyond the Demon's death (e.g. Mastermind, Evil Twin).

Examples

Five players live, and the Witness is executed, leaving the Trapezist alive with the Omen, the Spree, and the Tarantella. Good immediately wins.

Three players live, and the Rabble-rouser dies at night, leaving the Trapezist alive with the Veni Vidi Vici. Good immediately wins.

How to Run

If the Trapezist is ever the only player of their alignment alive, declare that the game is over and their team wins.



"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 Insider.

Examples

The Snakebite thinks they are the Celebrity. At night, they choose the Trapezist with the Celebrity ability. The Trapezist dies.

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

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

The Snakebite thinks they are the Reveler. At night, they choose the Pariah and the Tarantella with the Reveler 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 you are executed and exactly 1 evil player voted, you become evil."

The Pariah joins the evil team if they are executed and one evil player voted.

- Assuming exactly one evil player voted, 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

Five players live, and the Pariah is executed. The Witness, the Omen, and the Celebrity voted for them, so the Pariah becomes evil.

Three players live, and the Pariah is executed. The Veni Vidi Vici and the Reveler voted, so the Pariah becomes evil. The evil team wins, including the Pariah.

Five players live, and the Pariah is executed. The Tarantella, the Apothecary, and the Snakebite voted, so the Pariah becomes evil. The Tarantella did not poison the Pariah because the Pariah is not a Townsfolk.

How to Run

Each day, during any vote for execution of the Pariah, pay attention to the number of evil players who vote. If exactly one evil player voted, mark the Pariah with their "Becomes Evil?" reminder.

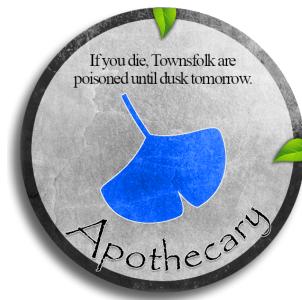
If the Pariah is executed and they are marked with their "Becomes Evil?" reminder, they become evil; turn the Pariah character token upside-down (to indicate that they are now evil).

Each night except the first, if the Pariah became evil today, wake them, give a thumbs-down, and put the Pariah back to sleep.

At dawn, remove the Pariah's "Becomes Evil?" reminder.



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

The Reveler chooses the Trapezist and the Rex who neighbors the Rabble-rouser. The Storyteller decides that the Reveler 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 Celebrity 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 Celebrity 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.

The Apothecary, when they die, poisons all of the Townsfolk for one day.

- The Apothecary's death does not poison Outsiders, Minions, or the Demon.

Examples

The Apothecary is executed. That night, the Sleuth chooses two evil players, but does not die because they are poisoned.

The Rex chooses the Apothecary at night, who dies. The next day, the Pariah is executed, and exactly one evil player voted. The Pariah becomes evil.

How to Run

If the Apothecary dies, put the Apothecary's "Townsfolk Poisoned" reminder in the center of the left side of the Grimoire. All Townsfolk immediately become poisoned. At tomorrow's dusk, remove this reminder, and all Townsfolk become healthy.



"If a good player chooses you with their ability at night, they die."



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

The Gorgon kills good players who choose them.

- Good players whose ability affects chosen players (such as the Matchmaker) cause these effects simultaneously with their death when choosing the Gorgon.
- If a good player's choosing ability would cause the Gorgon to become drunk or poisoned, the Gorgon's ability takes precedence.
- Drunk or poisoned good players who choose the Gorgon still die, so long as the Gorgon is sober and healthy.

Examples

At night, the Sleuth chooses the Gorgon and the Apothecary. The Sleuth dies.

At night, the Matchmaker chooses the Gorgon and the Witness. The Matchmaker dies, and the Storyteller chooses that the Matchmaker's ability kills the Gorgon.

The Snakebite thinks they are the Reveler. At night, the Snakebite chooses the Gorgon, the Veni Vidi Vici, and the Trapezist. The Snakebite and the Trapezist die, and no one is drunk.

How to Run

At night, if a good player wakes and chooses the Gorgon with their ability, the choosing player dies immediately (mark them with one of the Gorgon's "Dead" reminders).

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 Celebrity, who becomes poisoned. At night, the Celebrity 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.



"Each night*, you may choose that the Demon dies & becomes a Cultist. If you do, you become a not in-play Demon."



The Cultist chooses whether to claim the Demonhood for themselves, and changes the Demon type in the process.

- The Cultist acts before the Demon at night, so there will typically be at least two deaths on a night where the Cultist takes the Demonhood.

Examples

The Cultist chooses not to use their ability. Then, the Veni Vidi Vici wakes and chooses David. At dawn, it is announced that David is dead.

Zeke, the Cultist, chooses to use his ability. Neema, the Rex, dies and the Storyteller informs Zeke that he is now the Deathgripp. Zeke wakes again and chooses Parker. At dawn, it is announced that Parker and Neema are dead.

The Veni Vidi Vici is sitting next to the Lightning Rod, who voted for both of the previous day's nominations. The Cultist chooses to use their ability, but the Veni Vidi Vici does not die. The Cultist does not become a Demon.

How to Run

Each night except the first, wake the Cultist. They either shake their head no or nod their head yes.

If they shook no, nothing happens. Put the Cultist to sleep.

If they nodded yes (and the Demon can actually die), swap the Cultist and Demon tokens in your Grimoire, then swap the Demon token with any not in-play Demon token, changing the old Cultist into the new Demon, and changing the old Demon into the Cultist. The old Demon dies (mark them with the Cultist's "Dead" reminder). Show the new Demon the "You are" info token, then the new Demon token. Put the new Demon to sleep. Then, wake the new Cultist. Show them the "You are" info token, then the Cultist token. Then, put the new Cultist to sleep.

Changing the Demon to the Veni Vidi Vici should be done with care, as it can suddenly make the game very easy for evil, especially if they are able to identify whether an Itinerant is in-play.

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 Archivist, 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.



The Rex becomes more dangerous when someone fails to execute them.

- If the Rex has been nominated, they choose two players every night – not just the night after the nomination.

Examples

The Rex kills the Apothecary at night. The next day, the Rex is nominated, but does not receive enough votes to be executed. That night, the Rex kills the Rabble-rouser and the Tattletale.

How to Run

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.

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

If the Rex wakes while marked with Nominated, they point at any two players instead of any one player. Each chosen player dies in the order they were chosen (mark them with the Rex's "Dead" reminders).



"Each night*, choose a player: they die. If you have been nominated this game, choose 2 players tonight." "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.

Examples

At night, the Spree chooses Mandy. Mandy dies.

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

At night, the Spree chooses Neema, the Celebrity, and points to the Celebrity 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).



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. If you kill yourself this way and no Outsiders live, evil wins instead. [3 Outsiders]"

- 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 Stunt Double. 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 Sleuth 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 themselves, check whether all Outsiders are dead. If so, declare that the game ends and evil wins.

Designed and curated by Andrew Conant, with help from ColorfulPockets, arctem, Kisho, Lantern, Hot Dork, genoards, and Stitchface.

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: Uncleurope (design, naming)
- Veni Vidi Vici: Stitchface, ColorfulPockets (development)
- Deathgripp: arctem (development)
- Spree: Stitchface (naming, development), ColorfulPockets (development)

Icon credit:

- Celebrity: "movie star" by Nikita Kozin from the Noun Project
- Veni Vidi Vici: Kisho
- All others: game-icons.net

Cover art by Matt Fortin.