# The Stakeout v1.0.0 *by Schnauzer*

Storm Catcher Djinn

## TOWNSFOLK



### Mathematician

Each night, you learn how many players' abilities worked abnormally (since dawn) due to another character's ability.



### Alsaahir

Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



### Washerwoman

You start knowing that 1 of 2 players is a particular Townsfolk.



### Librarian

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



### Chef

You start knowing how many pairs of evil players there are.



### Village Idiot

Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



### Flowergirl

Each night*, you learn if a Demon voted today.



### Town Crier

Each night*, you learn if a Minion nominated today.



### Undertaker

Each night*, you learn which character died by execution today.



### Innkeeper

Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



### Seamstress

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



### Fisherman

Once per game, during the day, visit the Storyteller for some advice to help you win.



### Virgin

The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

## OUTSIDER



### Hermit

You have all Outsider abilities. [-0 or -1 Outsider]



### Drunk

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



### Recluse

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



### Sweetheart

When you die, 1 player is drunk from now on.

## MINION



### Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



### Spy

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



### Scarlet Woman

If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



### Baron

There are extra Outsiders in play. [+2 Outsiders]

## DEMON



### No Dashii

Each night*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



### Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



### Vortox

Each night*, choose a player: they die. Townsfolk abilities yield false info. Each day, if no-one is executed, evil wins.



### Legion

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

*The Stakeout — by Schnauzer*

## FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Poisoner
5. Washerwoman
6. Librarian
7. Chef
8. Seamstress
9. Spy
10. Mathematician
11. D — Dawn

## FABLED, JINXES & LORIC

**Mathematician & Drunk**
The Mathematician learns if the Drunk's ability yielded false info or failed to work properly.

### BOOTLEGGER RULES

> *The Storm Catcher favors the Mathematician.*
> *The Storm Catcher favors the Alsaahir.*
> *When 5 players live, storm caught characters are no longer safe.*
> *(Optional) If the Drunk thinks they are storm caught, the evil team learn who & which character.*
> *(Optional) Misregistering is always 'abnormal.' Registering correctly is never 'abnormal.'*

### FABLED

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

### LORIC

**Storm Catcher**
Name a good character. If in play, they can only die by execution, but evil players learn which player it is.

## OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Innkeeper
4. Scarlet Woman
5. Legion
6. No Dashii
7. Vortox
8. Vigormortis
9. Sweetheart
10. Undertaker
11. Flowergirl
12. Town Crier
13. Seamstress
14. Spy
15. Mathematician
16. D — Dawn

## PLAYER COUNT

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

# First Night

*The Stakeout — by Schnauzer*

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

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

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

4  **Poisoner**
The Poisoner points to a player. That player is poisoned.

5  **Washerwoman**
Show the character token of a Townsfolk in play. Point to two players, one of which is that character.

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

7  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

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

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

10  **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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

# Other Nights

*The Stakeout — by Schnauzer*

1 **Dusk**
Start the Night Phase.

2 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3 **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Legion**
Choose a player, that player dies.

6 **No Dashii**
The No Dashii points to a player. That player dies.

7 **Vortox**
The Vortox points to a player. That player dies.

8 **Vigormortis**
The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.

9 **Sweetheart**
Choose a player that is drunk.

10 **Undertaker**
If a player was executed today: Show that player's character token.

11 **Flowergirl**
Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

12 **Town Crier**
Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).

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

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

15 **Mathematician**
Show the hand signal for the number (0, 1, 2, etc.) of players whose ability malfunctioned due to other abilities.

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