Compound Interest v1.0.2 *by seaplus*

Bootlegger Djinn

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



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



Shugenja
You start knowing if your closest evil player is clockwise or anti-clockwise. If equidistant, this info is arbitrary.



High Priestess
Each night, learn which player the Storyteller believes you should talk to most.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Oracle
Each night*, you learn how many dead players are evil.



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



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Nightwatchman
Once per game, at night, choose a player: they learn who you are.



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



Soldier
You are safe from the Demon.



Farmer
If you die at night, an alive good player becomes a Farmer.

OUTSIDER



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



Butler
Each night, choose a player (not yourself): tomorrow, you may only vote if they are voting too.



Plague Doctor
When you die, the Storyteller gains a Minion ability.



Mutant
If you are "mad" about being an Outsider, you might be executed.

MINION



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



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

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Cerenovus
5. Librarian
6. Butler
7. Seamstress
8. Noble
9. Balloonist
10. Nightwatchman
11. Dawn

FABLED, JINXES & LORIC

Plague Doctor & Baron

If the Storyteller would gain the Baron ability, up to two players become Outsiders.

BOOTLEGGER RULES

> *Plague Doctor deaths only grant the Baron ability.*

FABLED

Djinn

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

LORIC

Bootlegger

This script has homebrew characters or rules.

OTHER NIGHTS

1. Dusk
2. Innkeeper
3. Gambler
4. Cerenovus
5. Imp
6. Vigormortis
7. Assassin
8. Farmer
9. Oracle
10. Seamstress
11. Balloonist
12. Nightwatchman
13. Butler
14. 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

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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 
Cerenovus
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 
Librarian
Show the character token of an Outsider in play. Point to two players, one of which is that character.

6 
Butler
The Butler points to a player. Mark that player as 'Master'.

7 
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.

8 
Noble
Point to 3 players including one evil player, in no particular order.

9 
Balloonist
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

10 
Nightwatchman
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

Other Nights

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

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

3 **Gambler**
The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.

4 **Cerenovus**
The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.

5 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

6 **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.

7 **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

8 **Farmer**
If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.

9 **Oracle**
Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.

10 **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.

11 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

12 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

13 **Butler**
The Butler points to a player. Mark that player as 'Master'.

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