Welcome to the Convention v1.1.2 *by KingoftheAbyss*

Djinn

TOWNSFOLK



Alchemist

You have a not-in-play Minion ability.



Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Cult Leader

Each night, you become the alignment of an alive neighbour. If all good players choose to join your cult, your team wins.



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Engineer

Once per game, at night, choose which Minions or which Demon is in play.



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Innkeeper

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



Mayor

If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Pixie

You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Princess

On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



Snake Charmer

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.



Undertaker

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

OUTSIDER



Hatter

If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Hermit

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



Plague Doctor

When you die, the Storyteller gains a Minion ability.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.

MINION



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Mastermind

If the Demon dies by execution (ending the game), play for 1 more day. If a player is then executed, their team loses.



Spy

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



Widow

On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.

DEMON



Lleech

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if & only if they die.



Lord of Typhon

Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]



Po

Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



Vortox

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

Quick Reference

Welcome to the Convention — by KingoftheAbyss

FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Alchemist
5. Engineer
6. Lleech
7. Widow
8. Snake Charmer
9. Pixie
10. Dreamer
11. Bounty Hunter
12. Cult Leader
13. Spy
14. General
15. D — Dawn

FABLED, JINXES & LORIC

Cannibal & Princess

If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Alchemist & Spy

An Alchemist-Spy has no Spy ability & a Spy is in play. After each execution, a living Alchemist-Spy may publicly guess a living player as the Spy. If correct, the Demon must choose the Spy tonight.

Plague Doctor & Spy

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

Lleech & Mastermind

If the Mastermind is alive and the Lleech host dies by execution, the Lleech lives but loses their ability.

Alchemist & Mastermind

An Alchemist-Mastermind has no Mastermind ability & the Mastermind is not-in-play.

Alchemist & Widow

An Alchemist-Widow has no Widow ability & a Widow is in play. After each execution, a living Alchemist-Widow may publicly guess a living player as the Widow. If correct, the Demon must choose the Widow tonight.

Plague Doctor & Goblin

If the Storyteller would gain the Goblin ability, a Minion gains it, and learns this.

FABLED

Djinn

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

OTHER NIGHTS

1. D — Dusk
2. Engineer
3. Innkeeper
4. Snake Charmer
5. Po
6. Vortox
7. Lleech
8. Undertaker
9. Dreamer
10. Bounty Hunter
11. Cult Leader
12. Spy
13. General
14. 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

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1. **Dusk**
   Start the Night Phase.
2. **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. **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. 
   Alchemist
   Show the Alchemist a not-in-play Minion token
5. 
   Engineer
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
6. 
   Lleech
   The Lleech points to a player. Place the Poisoned reminder token.
7. 
   Widow
   Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.
8. 
   Snake Charmer
   The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
9. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
10. 
    Dreamer
    The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11.
    Bounty Hunter
    Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.
12. 
    Cult Leader
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
13. 
    Spy
    Show the Grimoire to the Spy for as long as they need.
14. 
    General
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
15. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Engineer**
   The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.
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. **Snake Charmer**
   The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
5. **Po**
   If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
6. **Vortox**
   The Vortox points to a player. That player dies.
7. **Lleech**
   The Lleech points to a player. That player dies.
8. **Undertaker**
   If a player was executed today: Show that player's character token.
9. **Dreamer**
   The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
10. **Bounty Hunter**
    If the known evil player has died, point to another evil player.
11. **Cult Leader**
    If the cult leader changed alignment, show them the thumbs up good signal of the thumbs down evil signal accordingly.
12. **Spy**
    Show the Grimoire to the Spy for as long as they need.
13. **General**
    Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
14. **Dawn**
    Wait for a few seconds. End the Night Phase.