

Halls of Congress v2

by Sabotage



TOWNSFOLK

**Chef**

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

**Empath**

Each night, you learn how many of your 2 alive neighbors are evil.

**Sailor**

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.

**Town Crier**

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

**Oracle**

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

**Undertaker**

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

**Savant**

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

OUTSIDERS

**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.

MINIONS

**Devil's Advocate**

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.

**Spy**

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

DEMONS

**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 neighbor. [-1 Outsider]

**Slayer**

Once per game, during the day, publicly choose a player: if they are the Demon, they die.

**Juggler**

On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.

**Sage**

If the Demon kills you, you learn that it is 1 of 2 players.

**Mayor**

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

**Virgin**

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

**Pacifist**

Executed good players might not die.

**Klutz**

When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

**Saint**

If you die by execution, your team loses.

**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]

**Fang Gu**

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

**Leviathan**

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.



Dijinn

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



The Recluse might register as the Demon to the Sage.



If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman remains the Scarlet Woman.



Each night*, the Leviathan chooses an alive good player (different to previous nights): a chosen Sage uses their ability but does not die.



If the Leviathan and the Mayor are alive on day 5 & no execution occurs, good wins.

**Dusk**

Start the Night Phase.

**Minion Info**

If there are 7 or more players, wake all Minions:

- Show the **THIS IS THE DEMON** token. Point to the Demon.
- Show the **THESE ARE YOUR MINIONS** token. Point to the other Minions.

**Demon Info**

If there are 7 or more players, wake the Demon:

- Show the **THESE ARE YOUR MINIONS** token. Point to all Minions.
- Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.

**Sailor**

The Sailor chooses a living player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Chef**

Give a finger signal.

**Empath**

Give a finger signal.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Declare that "The Leviathan is in play." Mark the Leviathan with the **DAY 1** reminder. ●

**Dusk**

Start the Night Phase.

**Sailor**

The Sailor chooses a living player. ●

**Devil's Advocate**

The Devil's Advocate chooses a living player. ●

**Scarlet Woman**

If the Scarlet Woman became the Demon today, show them the **YOU ARE** token, then the Demon token.

**Imp**

The Imp chooses a player. ● If the Imp chose themselves: Replace 1 alive Minion token with a spare Imp token. Put the old Imp to sleep. Wake the new Imp. Show the **YOU ARE** token, then show the Imp token.

**Fang Gu**

The Fang Gu chooses a player. ● If they chose an Outsider (once only): Replace the Outsider token with the spare Fang Gu token. Put the Fang Gu to sleep. Wake the target. Show the **YOU ARE** and Fang Gu tokens & give a thumbs-down. ●

**Vigormortis**

The Vigormortis chooses a player. ● If that player is a Minion, poison a neighboring Townsfolk. ● ●

**Sage**

If the Demon killed the Sage, wake the Sage and point to 2 players, 1 of which is the Demon.

**Empath**

Give a finger signal.

**Undertaker**

If a player was executed today, show their character token.

**Town Crier**

Either nod or shake your head.

**Oracle**

Give a finger signal.

**Juggler**

Give a finger signal.

**Spy**

Show the Grimoire for as long as the Spy needs.

**Dawn**

Wait for a few seconds. End the Night Phase.

**Leviathan**

Optionally, declare that "The Leviathan is in play." Replace the reminder token. ●