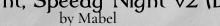
Silent Night, Speedy Night v2 (Baron)





Knight

You start knowing 2 players that are not the Demon.



Noble

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



Investigator

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



Empath

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



High Priestess

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



Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.



Flowerairl

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



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



If you die by execution, your team loses.



Recluse

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



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



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



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



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



Town Crier

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



Undertaker

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



Once per game, during the day, privately ask the Storyteller any yes/no



Juggler

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



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



Choirboy

If the Demon kills the King, you learn which player is the Demon. [+ the King]



Mutant

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



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



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



Scarlet Woman

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



Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.





If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.