

# Silent Night, Speedy Night v2 (Baron) - First Night

by Mabel



**Dusk** | None



**Minion Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



**Demon Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



**King**

Wake the Demon, show them the 'This character selected you' card, show the King token and point to the King player.



**Investigator**

Show the character token of a Minion in play. Point to two players, one of which is that character.



**Empath**

Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.



**Knight**

Point to two players who are not the Demon.



**Noble**

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



**Spy**

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



**High Priestess**

Point to a player.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.



# Silent Night, Speedy Night v2 (Baron) - Other Nights

by Mabel



**Dusk** | Check that all eyes are closed. Some travellers act.



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



**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.



**Fang Gu** | The Fang Gu points to a player. That player dies. Or, if that player was an Outsider and there are no other Fang Gu in play: The Fang Gu dies instead of the chosen player. The chosen player is now an evil Fang Gu. Wake the new Fang Gu. Show the 'You are' card, then the Fang Gu token. Show the 'You are' card, then the thumb-down 'evil' hand sign.



**Ojo** | The Ojo points to a character on the sheet; if in play, that player dies. If it is not in play, the Storyteller chooses who dies instead.



**Choirboy** | If the King was killed by the Demon, wake the Choirboy and point to the Demon player.



**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.



**Empath** | Show the finger signal (0, 1, 2) for the number of evil neighbours.



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



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



**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).



**Juggler** | If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.



**King** | If there are more dead than living, show the King a character token of a living player.



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



**High Priestess** | Point to a player.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.