

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

by Mabel



**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.



**King** Wake the Demon. Show the THIS PLAYER IS token and the King token, then point to the King.



**Investigator** Show the Minion character token. Point to both the MINION and WRONG players.



**Empath** Give a finger signal.



**Knight** Point to the two non-Demon players marked KNOW.



**Noble** Point to all three players marked KNOW.



**Spy** Show the Grimoire for as long as the Spy needs.



**High Priestess** Point to a player.



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

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

by Mabel



**Dusk** | Start the Night Phase.



**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.



**Ojo** | The Ojo chooses a character.



**Choirboy** | If the Demon killed the King, point to the Demon player.



**Farmer** | If the Farmer died tonight, wake an alive good player. Show them the YOU ARE info token and a Farmer character token. Replace their previous token with the Farmer token.



**Empath** | Give a finger signal.



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



**Flowergirl** | Either nod or shake your head.



**Town Crier** | Either nod or shake your head.



**Juggler** | Give a finger signal.



**King** | If the dead equal or outnumber the living, show the character token of an alive player.



**Spy** | Show the Grimoire for as long as the Spy needs.



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



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