








# Silent Night, Speedy Night v2 (Baron)




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## TOWNSFOLK

-  **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.
-  **King**  
Each night, if the dead outnumber the living, you learn 1 alive character. The Demon knows who you are.
-  **Flowergirl**  
Each night\*, you learn if a Demon voted today.



## OUTSIDERS

-  **Drunk**  
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.
-  **Saint**  
If you die by execution, your team loses.
-  **Recluse**  
You might register as evil & as a Minion or Demon, even if dead.



## MINIONS

-  **Baron**  
There are extra Outsiders in play. [+2 Outsiders]
-  **Spy**  
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.




## DEMONS

-  **Fang Gu**  
Each night\*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]
-  **Imp**  
Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

## MINNES

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

-  **Town Crier**  
Each night\*, you learn if a Minion nominated today.
-  **Undertaker**  
Each night\*, you learn which character died by execution today.
-  **Artist**  
Once per game, during the day, privately ask the Storyteller any yes/no question.
-  **Juggler**  
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.
-  **Farmer**  
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.
-  **Klutz**  
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

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

\* not the first night