

Silent Night, Speedy Night v2 (Baron)

by Mabel

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 neighbors are evil.

High Priestess



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

King



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

Flowergirl



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

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.

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.

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.

Jinxes



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

OUTSIDERS

MINIONS

DEMONS

JINXES

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



When 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.