

Judge, Jury, and Executioner

One player is the judge, while the other players (ideally 2 to 4 more) are the hiders. The judge must pick a random starting location and a direction. They then randomly pick a number from a 3d6 dice roll (can be randomly generated online if needed), but don't tell the other players. The other players stand next to the judge facing the direction they have chosen. Once the judge says go, the players have a few seconds (based on the judge's rolls) to try and find a hiding spot somewhere within the judge's view. Once the timer is up, the judge will announce a stop. All hiders must stop. If the judge can see anyone, they must call the runners they can see out. Each runner must come back to the judge, and explain why they couldn't hide properly (get creative!). If the judge deems their reasoning fit, they are given another chance. If the judge deems it unfit, they are out for the next round. Once the round is over, the judge must find a new spot and direction to continue. This could mean just turning around, or adventuring to a different location entirely. The game ends when one or more players reach 3 successful hides (there can be more than one winner).