

Hide and Seek - First Night

by Narninian & Zaba



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.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Poisoner

The Poisoner chooses a player.



Godfather

Show the character tokens of all in-play Outsiders.



Cerenovus

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Mezepheles

Show the written word.



Pukka

The Pukka chooses a player.



Pixie

Show the Townsfolk character token marked MAD.



Huntsman

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Librarian

Show the Outsider character token. Point to both the OUTSIDER and WRONG players.



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Noble

Point to all three players marked KNOW.



Dawn

Wait for a few seconds. End the Night Phase.

Hide and Seek - Other Nights

by Narninian & Zaba



Dusk

Start the Night Phase.



Preacher

The Preacher chooses a player. If they chose a Minion: Put the Preacher to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token and the Preacher token.



Poisoner

The Poisoner chooses a player.



Cerenovus

The Cerenovus chooses a player & a character. Put the Cerenovus to sleep. Wake the target. Show the THIS CHARACTER SELECTED YOU token, the Cerenovus token, then the madness-character token.



Mezepheles

If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



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.



Pukka

The Pukka chooses a player. The previously poisoned player dies then becomes healthy.



Vigormortis

The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Godfather

If an Outsider died today, the Godfather chooses a player.



Huntsman

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Ravenkeeper

If the Ravenkeeper died tonight, the Ravenkeeper chooses a player. Show that player's character token.



Undertaker

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



Dreamer

The Dreamer points to a player. Show 1 good & 1 evil character token, 1 of which is their character.



Town Crier

Either nod or shake your head.



Oracle

Give a finger signal.



Seamstress

The Seamstress might choose 2 players. Nod or shake your head.



Dawn

Wait for a few seconds. End the Night Phase.