



# Hide and Seek - First Night

by Narninian & Zaba

**M**

**Minion Info**

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.

**D**

**Demon Info**

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play.



**Preacher**

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



**Poisoner**

The Poisoner points to a player. That player is poisoned.



**Godfather**

Show each of the Outsider tokens in play.



**Cerenovus**

The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.



**Mezepheles**

Show the Mezepheles their secret word.



**Pukka**

The Pukka points to a player. That player is poisoned.



**Pixie**

Show the Pixie 1 in-play Townsfolk character token.



**Huntsman**

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel**

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



**Librarian**

Show the character token of an Outsider in play. Point to two players, one of which is that character.



**Dreamer**

The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Seamstress**

The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



**Noble**

Point to 3 players including one evil player, in no particular order.



**Dawn**

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.





# Hide and Seek - Other Nights

by Narninian & Zaba



**Dusk** | Check that all eyes are closed. Some travellers act.



**Preacher** | The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.



**Poisoner** | The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.



**Cerenovus** | The Cerenovus points to a player, then to a character on their sheet. Wake that player. Show the 'This character selected you' card, then the Cerenovus token. Show the selected character token. If the player is not mad about being that character tomorrow, they can be executed.



**Mezepheles** | Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.



**Imp** | The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.



**Pukka** | The Pukka points to a player. That player is poisoned. The previously poisoned player dies.



**Vigormortis** | The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.



**Godfather** | If an Outsider died today: The Godfather points to a player. That player dies.



**Huntsman** | The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



**Damsel** | If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.



**Ravenkeeper** | If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.



**Undertaker** | If a player was executed today: Show that player's character token.



**Dreamer** | The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.



**Town Crier** | Nod 'yes' or shake head 'no' for whether a Minion nominated today. Place the 'Minion not nominated' marker (remove 'Minion nominated', if any).



**Oracle** | Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.



**Seamstress** | If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.