Hide and Seek *by Narninian and Zaba*

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



Town Crier
Each night*, you learn if a Minion nominated today.



Oracle
Each night*, you learn how many dead players are evil.



Undertaker
Each night*, you learn which character died by execution today.



Dreamer
Each night, choose a player (not yourself or Travellers): you learn 1 good & 1 evil character, 1 of which is correct.



Seamstress
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Artist
Once per game, during the day, privately ask the Storyteller any yes/no question.



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.

OUTSIDERS



Damsel
All Minions know a Damsel is in play. If a Minion publicly guesses you (once), your team loses.



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Mutant
If you are "mad" about being an Outsider, you might be executed.



Goon
Each night, the 1st player to choose you with their ability is drunk until dusk. You become their alignment.

MINIONS



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die. **[-1 or +1 Outsider]**



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Cerenovus
Each night, choose a player & a good character: they are "mad" they are this character tomorrow, or might be executed.

DEMONS



Pukka
Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



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

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* Not the first night

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First Night


Dusk


Minion Info


Demon Info


Preacher


Poisoner


Godfather


Cerenovus


Mezepheles


Pukka


Pixie


Huntsman


Damsel


Librarian


Dreamer


Seamstress


Noble


Dawn

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

Other Nights


Dawn


Seamstress


Oracle


Town Crier


Dreamer


Undertaker


Ravenkeeper


Damsel


Huntsman


Godfather


Ojo


Vigormortis


Pukka


Imp


Mezepheles


Cerenovus


Poisoner


Preacher


Dusk

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FIRST NIGHT

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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** & Preacher tokens.
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 secret word.
Pukka	The Pukka chooses a player. ●
Pixie	Show the Townsfolk character token marked **MAD**.
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & 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 the 3 players marked **KNOW**.
Dawn	Wait for a few seconds. End the Night Phase.

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OTHER NIGHTS

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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** & Preacher tokens.
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 good player said the secret word, wake the player. Show the **YOU ARE** info token & give a thumbs-down. ● ●
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. ● ●
Ojo	The Ojo chooses a character. ●
Godfather	If an Outsider died today, the Godfather chooses a player. ●
Huntsman	The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.
Damsel	If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & 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.

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