KRAMPUSNACHT · A HIDDEN-ROLE CARD GAME

The guests.

Everyone wears horns tonight. Only some are real.

Host

KRAMPUS · FRAU PERCHTA

Wake together. Take one guest each night. They win the moment they equal the guests left standing.

Seer

PIERCED ANGEL

Learns whether one guest is a Host each night.

Healer

SHAMAN

Saves one guest each night. May save themselves once per game.

Guest

GINGER · GRETA · UNINVITED

No power. A voice and a finger.

DEAL, BY PLAYER COUNT

6	2 Hosts, Seer, Healer, 2 Guests
7	2 Hosts, Seer, Healer, 3 Guests
8	2 Hosts, Seer, Healer, 4 Guests
9	2 Hosts, Seer, Healer, 5 Guests
10	2 Hosts, Seer, Healer, 6 Guests

House rule for 6 or 7: leave Frau Perchta out and deal a Guest instead. Krampus hunts alone. The Moderator is extra and holds no card.

The narrated night runs the game for you.

Out? Show your card and stay silent. **Tied vote?** Each tied guest pleads their case, then everyone points again. Tied twice, nobody goes.