You Can Run, But You Can't Hide v1.4.0 *by Moe*

Djinn

TOWNSFOLK



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



Bounty Hunter
You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. [1 Townsfolk is evil]



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



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Village Idiot
Each night, choose a player: you learn their alignment. [+0 to +2 Village Idiots. 1 of the extras is drunk]



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



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



Cannibal
You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



Banshee
If the Demon kills you, all players learn this. From now on, you may nominate twice per day and vote twice per nomination.



Magician
The Demon thinks you are a Minion. Minions think you are a Demon.

OUTSIDER



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.



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



Zealot
If there are 5 or more players alive, you must vote for every nomination.



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

MINION



Harpy
Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



Fearmonger
Each night, choose a player. If you nominate & execute them, their team loses. All players know if you choose a new player.



Widow
On your 1st night, look at the Grimoire and choose a player: they are poisoned. 1 good player knows a Widow is in play.



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)

DEMON



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



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.

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Magician
5. Lunatic
6. Widow
7. Fearmonger
8. Pukka
9. Pixie
10. Huntsman
11. Damsel
12. Librarian
13. Balloonist
14. Bounty Hunter
15. Dawn

FABLED, JINXES & LORIC

Cannibal & Zealot
If the Cannibal gains the Zealot ability, the Cannibal learns this.

Summoner & Pukka
The Summoner may summon a Pukka on the 2nd night instead of the 3rd.

Widow & Damsel
If the Widow is (or has been) in play, the Damsel is poisoned.

Magician & Widow
When the Widow sees the Grimoire, the Demon and Magician's character tokens are removed.

FABLED

Djinn
Use the Djinn's special rule. All players know what it is.

OTHER NIGHTS

1. Dusk
2. Monk
3. Fearmonger
4. Scarlet Woman
5. Lunatic
6. Exorcist
7. Lycanthrope
8. Imp
9. Pukka
10. Huntsman
11. Damsel
12. Balloonist
13. Bounty Hunter
14. Dawn

PLAYER COUNT

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

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4  **Magician**

5  **Lunatic**
If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.

6  **Widow**
Show the Grimoire to the Widow for as long as they need. The Widow points to a player. That player is poisoned. Wake a good player. Show the 'These characters are in play' card, then the Widow character token.

7  **Fearmonger**
The Fearmonger points to a player. Place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

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

9  **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

10  **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.

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

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

13  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

14  **Bounty Hunter**
Point to 1 evil player. Wake the townsfolk who is evil and show them the 'You are' card and the thumbs down evil sign.

15 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

3 **Fearmonger**
The Fearmonger points to a player. If different from the previous night, place the Fear token next to that player and announce that a new player has been selected with the Fearmonger ability.

4 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

5 **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

6 **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

7 **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8 **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.

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

10 **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.

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

12 **Balloonist**
Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.

13 **Bounty Hunter**
If the known evil player has died, point to another evil player.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.