



Demon Hop Scotch Plus Plus

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TOWNSFOLK

**Noble**

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

**Chef**

You start knowing how many pairs of evil players there are.

**Investigator**

You start knowing that 1 of 2 players is a particular Minion.

**Pixie**

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

**Empath**

Each night, you learn how many of your 2 alive neighbors are evil.

**High Priestess**

Each night, learn which player the Storyteller believes you should talk to most.

**Snake Charmer**

Each night, choose an alive player: a chosen Demon swaps characters & alignments with you & is then poisoned.

**Puzzlemaster**

1 player is drunk, even if you die. If you guess (once) who it is, learn the Demon player, but guess wrong & get false info.

**Plague Doctor**

When you die, the Storyteller gains a Minion ability.

**Recluse**

You might register as evil & as a Minion or Demon, even if dead.

OUTSIDERS

**Poisoner**

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

**Baron**

There are extra Outsiders in play. [+2 Outsiders]

**Imp**

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

**Djinn**

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

MINIONS

**Alcohol Poisoning**

If a character with a 'you think' ability is drunk or poisoned, the Storyteller is free to break that condition, and in particular, show them arbitrary experiences that could apply to a real character of their type.



If the Storyteller gains the Baron ability, up to two players become not-in-play Outsiders.



If the Plague Doctor dies, a living Minion gains the Scarlet Woman ability in addition to their own ability, and learns this.



If the Demon has a neighbor who is alive and a Townsfolk or Outsider when the Plague Doctor dies, that player becomes an evil Marionette. If there is already an extra evil player, this does not happen.



If the Fang Gu chooses an Outsider and dies, the Scarlet Woman does not become the Fang Gu.

**Oracle**

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

**Undertaker**

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

**Lycanthrope**

Each night*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.

**Philosopher**

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.

**Soldier**

You are safe from the Demon.

**Farmer**

When you die at night, an alive good player becomes a Farmer.

**Virgin**

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

**Drunk**

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

**Lunatic**

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

**Barber**

If you died today or tonight, the Demon may choose 2 players (not another Demon) to swap characters.

**Scarlet Woman**

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

**Marionette**

You think you are a good character, but you are not. The Demon knows who you are. [You neighbor the Demon]

**Fang Gu**

Each night*, choose a player: they die. The 1st Outsider this kills becomes an evil Fang Gu & you die instead. [+1 Outsider]

**Consolation Prize**

If the Puzzlemaster guesses the Drunk, they learn a non-Demon evil player.

