

# Demon Hop Scotch

## TOWNSFOLK



### Noble

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



### Investigator

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



### Chef

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



### 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 neighbours 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.

## OUTSIDERS



### 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

If you die, the Storyteller gains a not-in-play Minion ability.



### Recluse

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

## MINIONS



### Poisoner

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



### Baron

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

## DEMONS



### Fang Gu

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

## JINXES



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 neighbour 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 a living player: if good, they die, but they are the only player that can die tonight.



### 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

If 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.



### Barber

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



### Lunatic

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



### 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 neighbour the Demon]