



# Sugar & Spice



## Washerwoman

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

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## Empath

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



## Acrobat

Each night\*, choose a player: if they are or become drunk or poisoned tonight, you die.



## Sailor

Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



## Exorcist

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



## Village Idiot

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



## Professor

Once per game, at night\*, choose a dead player: if they are a Townsfolk, they are resurrected.



## Fortune Teller

Each night, choose 2 players: you learn if either is a Demon. One good player registers as a Demon to you.



## Minstrel

When a Minion dies by execution, all other players (except Travellers) are drunk until dusk tomorrow.



## Monk

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



## Magician

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



## Gambler

Each night\*, choose a player & guess their character: if you guess wrong, you die.



## Pacifist

Executed good players might not die.



## Goon

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



## Moonchild

When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



## Lunatic

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



## Mutant

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



## Devil's Advocate

Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



## Marionette

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



## Cerenovus

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



## Evil Twin

You & an opposing player know each other. If the good player is executed, evil wins. Good can't win if you both live.



## Pukka

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



## Shabaloth

Each night\*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



## No Dashii

Each night\*, choose a player: they die. Your 2 Townsfolk neighbours are poisoned.



## Lleech

Each night\*, choose a player: they die. You start by choosing a player: they are poisoned. You die if & only if they are dead.

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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