

TOWNSFOLK



Pixie

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



Bounty Hunter

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



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]



Snake Charmer

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



Dreamer

Each night, choose a player (not yourself or Travellers): you learn 1 good and 1 evil character, 1 of which is correct.



Fortune Teller

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



Oracle

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



Seamstress

Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



Alchemist

You have a not-in-play Minion ability.



Cannibal

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



Amnesiac

You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



Banshee

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

OUTSIDER



Ogre

On your 1st night, choose a player (not yourself): you become their alignment (you don't know which) even if drunk or poisoned.



Recluse

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



Sweetheart

When you die, 1 player is drunk from now on.



Mutant

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

MINION



Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



Pit-Hag

Each night*, choose a player & a character they become (if not-in-play). If a Demon is made, deaths tonight are arbitrary.



Wizard

Once per game, choose to make a wish. If granted, it might have a price & leave a clue as to its nature.



Xaan

On night X, all Townsfolk are poisoned until dusk. [X Outsiders]



Wraith

You may choose to open your eyes at night. You wake when other evil players do.

DEMON



Kazali

Each night*, choose a player: they die. [You choose which players are which Minions. -? to +? Outsiders]



Vigormortis

Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. [-1 Outsider]



Imp

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

Quick Reference

Summerween v1.4 — by Wil >•

FIRST NIGHT

- 1  Dusk
- 2  Minion Info
- 3  Demon Info
- 4  Alchemist
- 5  Snake Charmer
- 6  Witch
- 7  Pixie
- 8  Amnesiac
- 9  Fortune Teller
- 10  Dreamer
- 11  Seamstress
- 12  Balloonist
- 13  Bounty Hunter
- 14  Dawn

FABLED, JINXES & LORIC

-  **Pit-Hag & Village Idiot**
If there is a spare token, the Pit-Hag can create an extra Village Idiot. If so, the drunk Village Idiot might change.
-  **Pit-Hag & Ogre**
If the Pit-Hag turns an evil player into the Ogre, they can't turn good due to their own ability.
-  **Recluse & Ogre**
If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.
-  **Alchemist & Wraith**
An Alchemist-Wraith has no Wraith ability & a Wraith is in play. After each execution, a living Alchemist-Wraith may publicly guess a living player as the Wraith. If correct, the Demon must choose the Wraith tonight.
-  **Bounty Hunter & Kazali**
If the Kazali turns the Bounty Hunter into a Minion, an evil Townsfolk is not created.
- FABLED**
-  **Djinn**
Use the Djinn's special rule. All players know what it is.
- RECOMMENDED TRAVELLERS**
-  **Cacklejack**
Each day, choose a player: a different player changes character tonight.
-  **Bone Collector**
Once per game, at night, choose a dead player: they regain their ability until dusk.
-  **Apprentice**
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).
-  **Deviant**
If you were funny today, you cannot die by exile.
-  **Gnome**
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.

OTHER NIGHTS

- 1  Dusk
- 2  Snake Charmer
- 3  Witch
- 4  Pit-Hag
- 5  Imp
- 6  Vigormortis
- 7  Sweetheart
- 8  Amnesiac
- 9  Fortune Teller
- 10  Dreamer
- 11  Oracle
- 12  Seamstress
- 13  Balloonist
- 14  Bounty Hunter
- 15  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

Summerween v1.4 — by Wil >•

1		Dusk Start the Night Phase.
2		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		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		Alchemist Show the Alchemist a not-in-play Minion token
5		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
6		Witch The Witch points to a player. If that player nominates tomorrow they die immediately.
7		Pixie Show the Pixie 1 in-play Townsfolk character token.
8		Amnesiac Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Fortune Teller The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Seamstress The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.
12		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.
13		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.
14		Dawn Wait for a few seconds. End the Night Phase.

Other Nights

Summerween v1.4 — by Wil >•

1		Dusk Start the Night Phase.
2		Snake Charmer The Snake Charmer points to a player. If that player is the Demon: swap the Demon and Snake Charmer character and alignments. Wake each player to inform them of their new role and alignment. The new Snake Charmer is poisoned.
3		Witch If there are 4 or more players alive: The Witch points to a player. If that player nominates tomorrow they die immediately.
4		Pit-Hag The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.
5		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.
6		Vigormortis The Vigormortis points to a player. That player dies. If a Minion, they keep their ability and one of their Townsfolk neighbours is poisoned.
7		Sweetheart Choose a player that is drunk.
8		Amnesiac If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.
9		Fortune Teller The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.
10		Dreamer The Dreamer points to a player. Show 1 good and 1 evil character token; one of these is correct.
11		Oracle Show the hand signal for the number (0, 1, 2, etc.) of dead evil players.
12		Seamstress If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players, nod 'yes' or shake 'no' for whether they are of same alignment.
13		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.
14		Bounty Hunter If the known evil player has died, point to another evil player.
15		Dawn Wait for a few seconds. End the Night Phase.