There is no Cow Level v1.0.4 *by Cypherwyre*

Djinn

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]



Preacher
Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



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



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.



Flowergirl
Each night*, you learn if a Demon voted today.



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



Princess
On your 1st day, if you nominated & executed a player, the Demon doesn't kill tonight.



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.



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



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.

OUTSIDER



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



Plague Doctor
When you die, the Storyteller gains a Minion ability.



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



Hatter
If you died today or tonight, the Minion & Demon players may choose new Minion & Demon characters to be.



Politician
If you were the player most responsible for your team losing, you change alignment & win, even if dead.



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.

MINION



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



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



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



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)



Boffin
The Demon (even if drunk or poisoned) has a not-in-play good character's ability. You both know which.

DEMON



Lord of Typhon
Each night*, choose a player: they die. [Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Alchemist
5. Marionette
6. Preacher
7. Poisoner
8. Snake Charmer
9. Pixie
10. Fortune Teller
11. Balloonist
12. Bounty Hunter
13. Dawn

FABLED, JINXES & LORIC

Cannibal & Princess
If the Cannibal nominated, executed, & killed the Princess today, the Demon doesn't kill tonight.

Summoner & Hatter
If the Summoner creates a second living Demon, deaths tonight are arbitrary.

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.

Plague Doctor & Wraith
If the Storyteller would gain the Wraith ability, a Minion gains it, and learns this.

Marionette & Summoner
If there would be a Marionette in play, they enter play after the Demon & must start as their neighbor.

Alchemist & Summoner
The Alchemist-Summoner does not get bluffs, and chooses which Demon but not which player. If they die before this happens, evil wins. [No Demon]

Alchemist & Boffin
If the Alchemist has the Boffin ability, the Alchemist does not learn what ability the Demon has.

Summoner & Lord of Typhon
If a Lord of Typhon is summoned, they must neighbor a Minion & their other neighbor becomes an evil Minion.

Plague Doctor & Scarlet Woman
If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

Summoner & Preacher
If the living Summoner has no ability, the Storyteller has the Summoner ability.

Marionette & Balloonist
If the Marionette thinks that they are the Balloonist, an Outsider might have been added.

Boffin & Politician
The Demon cannot have the Politician ability.

Alchemist & Marionette
An Alchemist-Marionette has no Marionette ability & the Marionette is in play.

Plague Doctor & Marionette
If the Storyteller would gain the Marionette ability, one of the Demon's good neighbors becomes the Marionette.

FABLED

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

OTHER NIGHTS

1. Dusk
2. Preacher
3. Poisoner
4. Snake Charmer
5. Scarlet Woman
6. Lycanthrope
7. Barber
8. Ravenkeeper
9. Fortune Teller
10. Flowergirl
11. Balloonist
12. Bounty Hunter
13. 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. **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. 
   Marionette
   Select one of the good players next to the Demon and place the Is the Marionette reminder token. Wake the Demon and show them the Marionette.
6. 
   Preacher
   The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.
7. 
   Poisoner
   The Poisoner points to a player. That player is poisoned.
8. 
   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.
9. 
   Pixie
   Show the Pixie 1 in-play Townsfolk character token.
10. 
    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.
11. 
    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.
12. 
    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.
13. **Dawn**
    Wait for a few seconds. End the Night Phase.

Other Nights

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1 D

Dusk

Start the Night Phase.

2 

Preacher

The Preacher chooses a player. If a Minion is chosen, wake the Minion and show the 'This character selected you' card and then the Preacher token.

3 

Poisoner

The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 

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.

5 

Scarlet Woman

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

6 

Lycanthrope

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

7 

Barber

If the Barber died today: Wake the Demon. Show the 'This character selected you' card, then Barber token. The Demon either shows a 'no' head signal, or points to 2 players. If they chose players: Swap the character tokens. Wake each player. Show 'You are', then their new character token.

8 

Ravenkeeper

If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

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 

Flowergirl

Nod 'yes' or shake head 'no' for whether the Demon voted today. Place the 'Demon not voted' marker (remove 'Demon voted', if any).

11 

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.

12 

Bounty Hunter

If the known evil player has died, point to another evil player.

13 D

Dawn

Wait for a few seconds. End the Night Phase.