# All Your Friends Are Here v1.1.0 *by Jeff Hemphill*

Djinn

## TOWNSFOLK



**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.



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



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



**Balloonist**
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



**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.



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



**Nightwatchman**
Once per game, at night, choose a player: they learn who you are.



**Slayer**
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**Soldier**
You are safe from the Demon.



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



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

## 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.



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



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



**Saint**
If you die by execution, your team loses.

## MINION



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



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



**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.



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

## DEMON



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



**Legion**
Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. [Most players are Legion]

# Quick Reference

*All Your Friends Are Here — by Jeff Hemphill*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Marionette
5. Poisoner
6. Washerwoman
7. Librarian
8. Investigator
9. Chef
10. Empath
11. Fortune Teller
12. Balloonist
13. Nightwatchman
14. Dawn

## FABLED, JINXES & LORIC

**Recluse & Ogre**

If the Recluse registers as evil to the Ogre, the Ogre learns that they are evil.

**Marionette & Balloonist**

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

### FABLED

**Djinn**

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

## OTHER NIGHTS

1. Dusk
2. Poisoner
3. Monk
4. Scarlet Woman
5. Legion
6. Imp
7. Ravenkeeper
8. Empath
9. Fortune Teller
10. Balloonist
11. Nightwatchman
12. 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

*All Your Friends Are Here — by Jeff Hemphill*

| | | |
|---|---|---|
| 1 | D | **Dusk**<br>Start the Night Phase. |
| 2 | M | **Minion Info**<br>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 | D | **Demon Info**<br>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 |  | **Marionette**<br>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. |
| 5 |  | **Poisoner**<br>The Poisoner points to a player. That player is poisoned. |
| 6 |  | **Washerwoman**<br>Show the character token of a Townsfolk in play. Point to two players, one of which is that character. |
| 7 |  | **Librarian**<br>Show the character token of an Outsider in play. Point to two players, one of which is that character. |
| 8 |  | **Investigator**<br>Show the character token of a Minion in play. Point to two players, one of which is that character. |
| 9 |  | **Chef**<br>Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players. |
| 10 |  | **Empath**<br>Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath. |
| 11 |  | **Fortune Teller**<br>The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon. |
| 12 |  | **Balloonist**<br>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 |  | **Nightwatchman**<br>The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player. |
| 14 | D | **Dawn**<br>Wait for a few seconds. End the Night Phase. |

# Other Nights

*All Your Friends Are Here — by Jeff Hemphill*

1 D **Dusk**
Start the Night Phase.

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

3  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

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

5  **Legion**
Choose a player, that player dies.

6  **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.

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

8  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

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  **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.

11  **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

12 D **Dawn**
Wait for a few seconds. End the Night Phase.