BMR at home v1.0.2 *by erik*

Doomsayer · Sentinel · Djinn

TOWNSFOLK



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



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



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



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



Alsaahir
Each day, if you publicly guess which players are Minion(s) and which are Demon(s), good wins.



Engineer
Once per game, at night, choose which Minions or which Demon is in play.



Philosopher
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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



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



Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.



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



Soldier
You are safe from the Demon.



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.



Poppy Grower
Minions & Demons do not know each other. If you die, they learn who each other are that night.

OUTSIDER



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



Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.



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



Saint
If you die by execution, your team loses.



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



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.



Heretic
Whoever wins, loses & whoever loses, wins, even if you are dead.

MINION



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



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.



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



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)



Vizier
All players know you are the Vizier. You cannot die during the day. If good voted, you may choose to execute immediately.

DEMON



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



Al-Hadikhia
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Philosopher
5. Alchemist
6. Poppy Grower
7. Engineer
8. Poisoner
9. Snake Charmer
10. Damsel
11. Investigator
12. D — Dawn

FABLED, JINXES & LORIC

Vizier & Alsaahir

The Storyteller doesn't declare the Vizier is in play.

Al-Hadikhia & Princess

If the Princess nominated & executed a player on their 1st day, no one dies to the Al-Hadikhia tonight.

Cannibal & Princess

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

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]

Vizier & Investigator

The Storyteller doesn't declare the Vizier is in play.

Plague Doctor & Scarlet Woman

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

Summoner & Engineer

If the living Summoner is removed from play, the Storyteller has the Summoner ability.

Summoner & Poppy Grower

If the Poppy Grower is alive on the 3rd night, the Summoner chooses which Demon but not which player.

Scarlet Woman & Al-Hadikhia

If there would be two Demons, one of which was the Scarlet Woman, the Scarlet Woman becomes the Scarlet Woman again.

FABLED

Doomsayer

If 4 or more players live, each living player may publicly choose (once per game) that a player of their own alignment dies.

Sentinel

There might be 1 extra or 1 fewer Outsider in play.

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.

Judge

Once per game, if another player nominated, you may choose to force the current execution to pass or fail.

Apprentice

On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).

Bishop

Only the Storyteller can nominate. At least 1 opposite player must be nominated each day.

Scapegoat

If a player of your alignment is executed, you might be executed instead.

OTHER NIGHTS

1. D — Dusk
2. Philosopher
3. Poppy Grower
4. Engineer
5. Poisoner
6. Snake Charmer
7. Scarlet Woman
8. Exorcist
9. Lycanthrope
10. Shabaloth
11. Al-Hadikhia
12. Assassin
13. Barber
14. Professor
15. Damsel
16. Moonchild
17. D — 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	D	**Dusk** Start the Night Phase.
2	M	**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	D	**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		**Philosopher** The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.
5		**Alchemist** Show the Alchemist a not-in-play Minion token
6		**Poppy Grower** Do not inform the Demon/Minions who each other are
7		**Engineer** The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the You are card and the relevant character tokens.
8		**Poisoner** The Poisoner points to a player. That player is poisoned.
9		**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.
10		**Damsel** Wake all the Minions, show them the 'This character selected you' card and the Damsel token.
11		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
12	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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

2  **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3  **Poppy Grower**
If the Poppy Grower has died, show the Minions/Demon who each other are.

4  **Engineer**
The Engineer shows a 'no' head signal, or points to a Demon or points to the relevant number of Minions. If the Engineer chose characters, replace the Demon or Minions with the choices, then wake the relevant players and show them the 'You are' card and the relevant character tokens.

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

6  **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.

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

8  **Exorcist**
The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.

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

10  **Shabaloth**
One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.

11  **Al-Hadikhia**
The Al-Hadikhia chooses 3 players. Announce the first player, wake them to nod yes to live or shake head no to die, kill or resurrect accordingly, then put to sleep and announce the next player. If all 3 are alive after this, all 3 die.

12  **Assassin**
If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.

13  **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.

14  **Professor**
If the Professor has not used their ability: The Professor either shakes their head no, or points to a player. If that player is a Townsfolk, they are now alive.

15  **Damsel**
If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.

16  **Moonchild**
If the Moonchild used their ability to target a player today: If that player is good, they die.

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