



The Midnight Oasis - First Night

by Zets



Dusk

Start the Night Phase.



Poppy Grower

Do not do the Minion Info and Demon Info steps. Wake the Demon, show the THESE CHARACTERS ARE NOT IN PLAY info token and any three good character tokens that are not in play.



Minion Info

If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show the THESE ARE YOUR MINIONS token. Point to the other Minions.



Demon Info

If there are 7 or more players, wake the Demon: Show the THESE ARE YOUR MINIONS token. Point to all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.



Engineer

The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Poisoner

The Poisoner chooses a player.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Mezepheles

Show the written word.



Huntsman

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Amnesiac

Run the Amnesiac's ability, if applicable.



Noble

Point to all three players marked KNOW.



Balloonist

Show any player.



Dawn

Wait for a few seconds. End the Night Phase.



The Midnight Oasis - Other Nights

by Zets



Dusk

Start the Night Phase.



Poppy Grower

If the Poppy Grower died today or tonight, wake the Minions, show the THIS IS THE DEMON info token and point to the Demon. Put them to sleep. Wake the Demon, show the THESE ARE YOUR MINIONS info token and point to the Minions. Put the Demon to sleep.



Engineer

The Engineer might choose Minions or Demons. If they do: Put the Engineer to sleep. Wake a target, show them the YOU ARE token and their new character token, then put that target to sleep. Repeat for all players that changed characters.



Poisoner

The Poisoner chooses a player.



Snake Charmer

The Snake Charmer chooses a player. If they chose the Demon: Show the YOU ARE & Demon tokens. Give a thumbs down. Swap the Snake Charmer & Demon tokens. Put the old Snake Charmer to sleep. Wake the old Demon. Show the YOU ARE and Snake Charmer tokens & give a thumbs up.



Pit-Hag

The Pit-Hag chooses a player & a character. If they chose a character that is not in play: Put the Pit-Hag to sleep. Wake the target. Show the YOU ARE token & their new character token.



Mezepheles

If a player is marked with the TURNS EVIL reminder, wake them. Show the YOU ARE info token and a thumbs down. The Mezepheles loses their ability.



Vigormortis

The Vigormortis chooses a player. If that player is a Minion, poison a neighboring Townsfolk.



Al-Hadikha

The Al-Hadikha chooses three players. Wake the player marked *1* and say "the Al-Hadikha has chosen", then the player's name, then "Do you choose to live?" They either nod or shake their head. Put them to sleep and add or remove shrouds accordingly. Repeat for players marked *2 and 3*. If all three players are now alive, add a shroud to all three.



Barber

If the Barber died today or tonight, show the Demon the THIS CHARACTER SELECTED YOU & Barber tokens. If the Demon chose 2 players, wake one at a time. Show the YOU ARE token & their new character token.



Professor

The Professor might choose a dead player.



Huntsman

The Huntsman might choose a player. If that player was the Damsel: Put the Huntsman to sleep. Wake the Damsel and show them the YOU ARE info token and their new character token.



Damsel

If the Damsel was chosen by the Huntsman, show them the YOU ARE info token and their new character token.



Amnesiac

Run the Amnesiac's ability, if applicable.



Farmer

If the Farmer died tonight, wake an alive good player. Show them the YOU ARE info token and a Farmer character token. Replace their previous token with the Farmer token.



Balloonist

Show a player with a different character type to previously.



Dawn

Wait for a few seconds. End the Night Phase.