

# First Night

# Midnight Oasis



## Poppy Grower

Do not inform the Demon/Minions who each other are



## Minion Info

If 7 or more players: wake up all of the Minions. They make eye contact with each other. Show the 'This is the Demon' card. Point to the Demon.



## Demon Info

If 7 or more players: wake up the Demon. Show the 'These are your minions' card. Point to each Minion. Show the 'These characters are not in play' card. Show 3 character tokens of Good characters that are not in play



## 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.



## Poisoner

The Poisoner points to a player. That player is poisoned.



## 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.



## Mezepheles

Show the Mezepheles their secret word.



## Huntsman

The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



## Damsel

Wake all the Minions, show them the 'This character selected you' card and the Damsel token.



## Amnesiac

Decide the Amnesiac's entire ability. If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



## Noble

Point to 3 players including one evil player, in no particular order.



## 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.



## Dawn

Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.

# Other Nights

# Midnight Oasis



**Dusk** | Check that all eyes are closed. Some travellers act.



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



**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.



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



**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.



**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.



**Mezepheles** | Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.



**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.



**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.



**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.



**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.



**Huntsman** | The Huntsman shakes their head 'no' or points to a player. If they point to the Damsel, wake that player, show the 'You are' card and a not-in-play character token.



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



**Amnesiac** | If the Amnesiac's ability causes them to wake tonight: Wake the Amnesiac and run their ability.



**Farmer** | If a Farmer died tonight, choose another good player and make them the Farmer. Wake this player, show them the 'You are' card and the Farmer character token.



**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.



**Dawn** | Wait approximately 10 seconds. Call for eyes open, then immediately announce which players (if any) died.