The Midnight Oasis *by Zets*

Spirit of Ivory Sentinel +1

TOWNSFOLK



Noble
You start knowing 3 players, 1 and only 1 of which is evil.



Balloonist
Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



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



Savant
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



Amnesiac
You do not know what your ability is. Each day, privately guess what it is: you learn how accurate you are.



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



Huntsman
Once per game, at night, choose a living player: the Damsel, if chosen, becomes a not-in-play Townsfolk. **[+the Damsel]**



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



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



Farmer
When you die at night, an alive good player becomes a Farmer.



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



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



Atheist
The Storyteller can break the game rules, and if executed, good wins, even if you are dead. **[No evil characters]**

OUTSIDERS



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



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



Golem
You may only nominate once per game. When you do, if the nominee is not the Demon, they die.



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

MINIONS



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



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



Pit-Hag
Each night*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



Psychopath
Each day, before nominations, you may publicly choose a player: they die. If executed, you only die if you lose roshambo.

DEMONS



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



Vigormortis
Each night*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbor. **[-1 Outsider]**

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* Not the first night



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



If a Pit-Hag creates a Damsel, the Storyteller chooses which player it is.



Spirit of Ivory
There can't be more than 1 extra evil player.



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

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

OTHER NIGHTS

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Dusk

Start the Night Phase.



Poppy Grower

Skip Minion Info and Demon Info. Wake the Demon. Show the **THESE CHARACTERS ARE NOT IN PLAY** token. Show 3 not-in-play good character tokens.



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. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token. ●



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 secret word.



Huntsman

The Huntsman might choose a player. ● If they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.



Damsel

During Minion Info, show the Minions the Damsel token. If you haven't done this yet, do so now. If the Damsel was chosen by the Huntsman, show the **YOU ARE** info token & their new character token.



Amnesiac

Do whatever needs to be done to satisfy the Amnesiac's ability.



Noble

Point to the 3 players marked **KNOW**.



Balloonist

Point to any player. ●



Dawn

Wait for a few seconds. End the Night Phase.

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Dusk
Start the Night Phase.



Poppy Grower
If the Poppy Grower died today or tonight, wake all Minions. Show the **THIS IS THE DEMON** token. Point to the Demon. Put the Minions to sleep. Wake the Demon. Show the **THESE ARE YOUR MINIONS** token. Point to the Minions.



Engineer
The Engineer might choose Minions or Demons. Put the Engineer to sleep. Wake the target(s) one at a time. Show the **YOU ARE** info token & their new character token. ●



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 good player said the secret word, wake the player. Show the **YOU ARE** info token & give a thumbs-down. ● ●



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



Al-Hadikhia
The Al-Hadikhia chooses 3 players. ● ● ● In order, wake each target. They nod or shake their head. Put them to sleep before waking the next target.

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 they chose the Damsel: Put the Huntsman to sleep. Wake the target. Show the **YOU ARE** info token & their new character token.



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



Amnesiac
Do whatever needs to be done to satisfy the Amnesiac's ability.



Farmer
If the Farmer died tonight, wake a living good player. Show the **YOU ARE** info token and a Farmer token.



Balloonist
Point to a player with a different character type to the previously shown player. ●



Dawn
Wait for a few seconds. End the Night Phase.

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