



Midnight Oasis

by Zets

18

TOWNSFOLK



Noble

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



Balloonist

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

OUTSIDERS



Damsel

All Minions know you are 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.

MINIONS



Mezephelus

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.

DEMONS



Al-Hadikhia

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

FABLED



Sentinel

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

JINXES



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



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 you win.



Farmer

If 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 & if executed, good wins, even if you are dead. [No evil characters]



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.



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.



Vigormortis

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



Spirit of Ivory

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