



The Midnight Oasis

by Zets

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]

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.

**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.

**Al-Hadikha**

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

**Sentinel**

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



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

MINIONS

DEMONS

FABLED

JINKES

**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]

**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 neighbor. [-1 Outsider]

**Spirit of Ivory**

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