



WILD GOOSE CHASE . . . by Gatorcat



Steward

You start knowing 1 good player.



Librarian

You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



General

Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.



Town Crier

Each night*, you learn if a Minion nominated today.



Oracle

Each night*, you learn how many dead players are evil.



Philosopher

Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



Politician

If you were the player most responsible for your team losing, you change alignment & win, even if dead.



Drunk

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



Goblin

If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.



Baron

There is an extra Outsider in play. [+1 Outsider]



Pukka

Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



Dusk



Philosopher



Pukka



Librarian



Steward



General



Dawn

FIRST

NIGHT



Dusk



Philosopher



Pukka



Town Crier



Oracle



General



Dawn

OTHER

NIGHTS

