









# WILD GOOSE CHASE . . . by Gatorcat



## TOWNSFOLK

	<b>Steward</b>	You start knowing 1 good player.
	<b>Librarian</b>	You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)
	<b>General</b>	Each night, you learn which alignment the Storyteller believes is winning: good, evil, or neither.
	<b>Town Crier</b>	Each night*, you learn if a Minion nominated today.
	<b>Oracle</b>	Each night*, you learn how many dead players are evil.
	<b>Philosopher</b>	Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.


## OUTSIDERS

	<b>Politician</b>	If you were the player most responsible for your team losing, you change alignment & win, even if dead.
	<b>Drunk</b>	You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.

## MINIONS








	<b>Goblin</b>	If you publicly claim to be the Goblin when nominated & are executed that day, your team wins.
	<b>Baron</b>	There is an extra Outsider in play. [+1 Outsider]

## DEMONS

	<b>Pukka</b>	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
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\*Not the first Night

	Dusk
	Philosopher
	Pukka
	Librarian
	Steward
	General
	Dawn

FIRST

NIGHT



	Dusk
	Philosopher
	Pukka
	Town Crier
	Oracle
	General
	Dawn

OTHER

NIGHTS

