## WILD GOOSE CHASE

Pukka

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TOWNSFOLK Steward You start knowing 1 good player. You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.) 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. OUTSIDERS 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. MINIONS There is an extra Outsider in play. [+1 Outsider] If you publicly claim to be the Goblin when nominated & are executed that day, your team wins. DEMONS

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



\*Not the first Night









