











WILD GOOSE CHASE . . . by Gatorcat



TOWNSFOLK

	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.


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

	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]







DEMONS

	Pukka	Each night, choose a player: they are poisoned. The previously poisoned player dies then becomes healthy.
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-  Dusk
-  Philosopher
-  Pukka
-  Librarian
-  Steward
-  General
-  Dawn

FIRST NIGHT



-  Dusk
-  Philosopher
-  Pukka
-  Town Crier
-  Oracle
-  General
-  Dawn

OTHER NIGHTS



-  Dusk
-  Philosopher
-  Pukka
-  Librarian
-  Steward
-  General
-  Dawn

FIRST NIGHT



-  Dusk
-  Philosopher
-  Pukka
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OTHER NIGHTS

