EXPERIMENTAL CHARACTER TOKENS (FELT-BACKED CARDBOARD)

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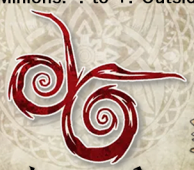
Each night*, choose 3 players (all players learn who): each silently chooses to live or die, but if all live, all die.

AL-HADIKHIA

Each night*, choose a player: they die. **[You choose which players are which Minions. -? to +? Outsiders]**



KAZALI

Each night*, a player might die. Executions fail if only evil voted. You register as a Minion too. **[Most players are Legion]**

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LEGION

If more than 1 good player is executed, evil wins. All players know you are in play. After day 5, evil wins.

LEVIATHAN

Each night, Minions choose who babysits Lil' Monsta & "is the Demon". Each night*, a player might die. **[+1 Minion]**

LIL' MONSTA

Each night*, choose a player: they die. You start by choosing an alive player: they are poisoned - you die if (& only if) they die.

LLEECH

Each night*, choose a character: they die. If they are not in play, the Storyteller chooses who dies.

OJO

Nominees die, but may nominate again immediately (on day 3, they must). After day 3, evil wins. **[All Minions are Riot]**

RIOT

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RIOT

You start knowing a secret phrase. For each time you said it publicly today, a player might die.

YAGGABABBLE

If you die at night, an alive good player becomes a Farmer.

FARMER

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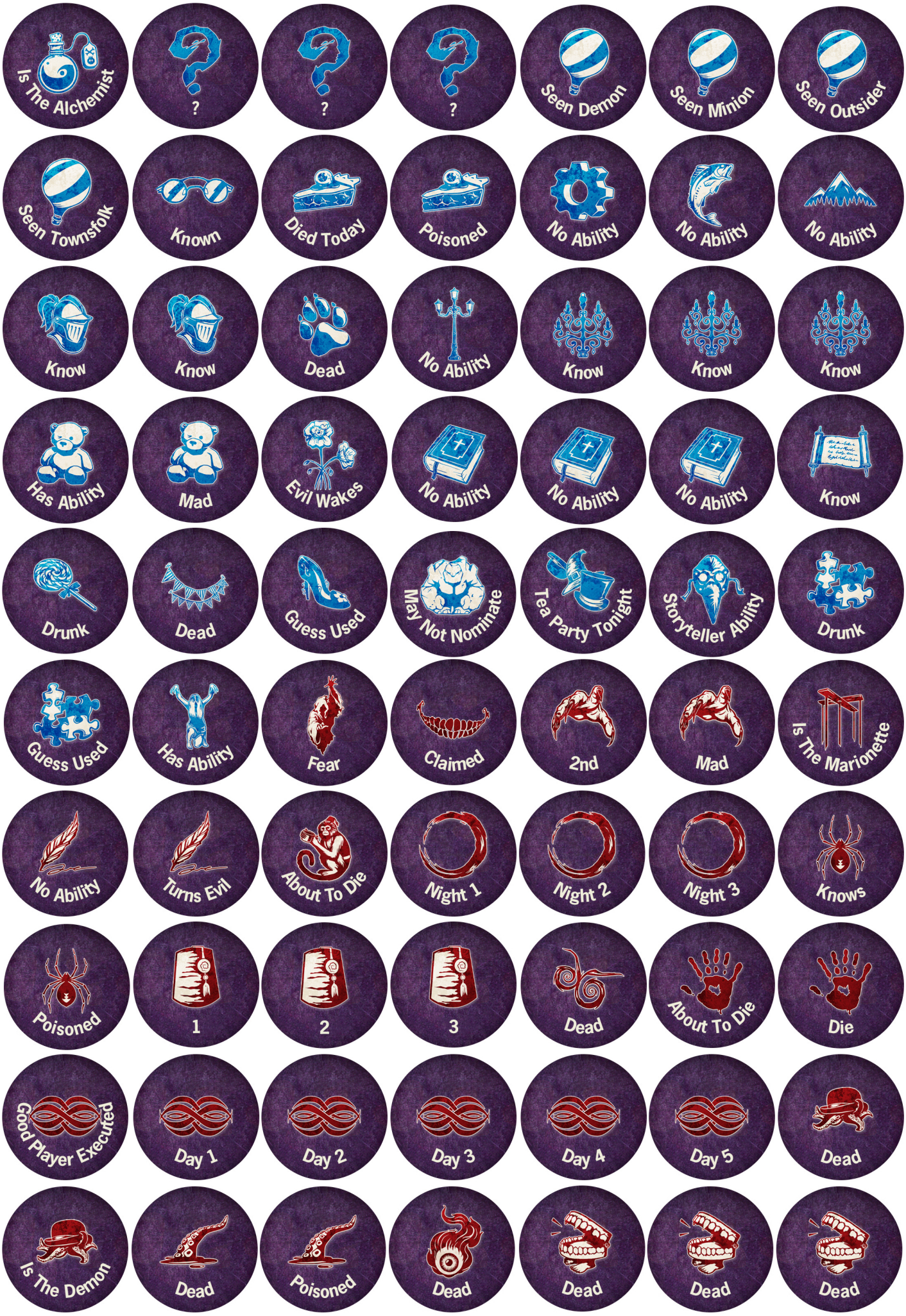
FARMER

EXPERIMENTAL REMINDER TOKENS (FELT-BACKED CARDBOARD)