



# Monstrous Regiment

script by Angelus Morningstar



## Investigator

You start knowing that 1 of 2 players is a particular Minion.



## Clockmaker

You start knowing how many steps from the Demon to its nearest Minion.



## Bounty Hunter

You start knowing 1 evil player. If the player you know dies, you learn another evil player tonight. **[1 Townsfolk is evil]**



## Balloonist

Each night, you learn a player of a different character type than last night. **[+0 or +1 Outsider]**



## General

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



## Preacher

Each night, choose a player: a Minion, if chosen, learns this. All chosen Minions have no ability.



## Town Crier

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



## Lycanthrope

Each night\*, choose an alive player. If good, they die & the Demon doesn't kill tonight. One good player registers as evil.



## Alsaahir

Each day, if you publicly guess which players are Minion(s) & which are Demon(s), good wins.



## Engineer

Once per game, at night, choose which Minions or which Demon is in play.



## Soldier

You are safe from the Demon.



## Alchemist

You have a Minion ability. When using this, the Storyteller may prompt you to choose differently.



## Cannibal

You have the ability of the recently killed executee. If they are evil, you are poisoned until a good player dies by execution.



## Recluse

You might register as evil & as a Minion or Demon, even if dead.



## Saint

If you die by execution, your team loses.



## Plague Doctor

When you die, the Storyteller gains a Minion ability.



## Snitch

Each Minion gets 3 bluffs.



## Poisoner

Each night, choose a player: they are poisoned tonight and tomorrow day.



## Witch

Each night, choose a player: if they nominate tomorrow, they die. If just 3 players live, you lose this ability.



## Harpy

Each night, choose 2 players: tomorrow, the 1st player is mad that the 2nd is evil, or one or both might die.



## Pit-Hag

Each night\*, choose a player & a character they become (if not in play). If a Demon is made, deaths tonight are arbitrary.



## Lil' Monsta

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



## Vigormortis

Each night\*, choose a player: they die. Minions you kill keep their ability & poison 1 Townsfolk neighbour. **[-1 Outsider]**



## Imp

Each night\*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.



## Lord of Typhon

Each night\*, choose a player: they die. **[Evil characters are in a line. You are in the middle. +1 Minion. -? to +? Outsiders]**

TOWNSFOLK

OUTSIDERS

MINIONS

DEMONS



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