

-  **Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
-  **Lord of Typhon** Convert neighbours into unique Minions; let them know.
-  **Alchemist** Reveal to Alchemist their Minion ability.
-  **Minion info** Show Minions each other and the Demon.
-  **Snitch** Show 3 bluffs to the Minions.
-  **Demon info** Show the Demon their Minions, then 3 bluffs.
-  **Engineer** Engineer may swap the Demon or all Minions; let them know. ●
-  **Preacher** Preacher chooses a player; if a Minion, they lose the ability & learn who the Preacher is. ●
-  **Lil' Monsta** Minions choose Lil' Monsta's babysitter. ●
-  **Poisoner** Poisoner poisons a player. ●
-  **Witch** Witch curses a player. ●
-  **Harpy** Harpy makes a player mad another is evil. ●●
-  **Investigator** Reveal a Minion & 2 players.
-  **Clockmaker** Indicate steps between closest Minion & Demon.
-  **Balloonist** Incidate a player. ●
-  **Bounty Hunter** Reveal to the Bounty Hunter their target. ●
-  **General** Indicate which side is winning.
-  **Dawn** Wake all players up.

**Monstrous Regiment**



- Dusk** Confirm all eyes shut; resolve any dusk-timed Travellers or Fabled.
- Engineer** Engineer may swap the Demon or all Minions; let them know. ●
- Preacher** Preacher chooses a player; if a Minion, they lose the ability & learn who the Preacher is. ●
- Poisoner** Poisoner poisons a player. ●
- Witch** Witch curses a player. ●
- Pit-Hag** Pit-Hag changes a player into another good character if possible; they learn this.
- Harpy** Harpy makes a player mad another is evil. ●●
- Lycanthrope** The Lycanthrope chooses a player; if good, they die & the Demon attack is blocked.
- Imp** The Imp kills a player; if themselves, a Minion becomes the Imp; let them know.
- Lord of Typhon** Lord of Typhon kills a player.
- Vigormortis** Vigormortis kills a player; if a Minion, they keep ability & poison a neighbour Townsfolk.
- Lil' Monsta** Let the Minions choose the Lil' Monsta babysitter. A player might die. ●
- Plague Doctor** If dead: pick a Minion ability to have.
- Town Crier** Indicate if a Minion nominated.
- Oracle** Indicate how many dead players are evil.
- Balloonist** Incidate a player different to the one shown last night. ●
- Bounty Hunter** If the target died today or tonight, indicate to the Bounty Hunter their new target. ●
- General** Indicate which side is winning.
- Dawn** Wake all players up. Announce the night's results.

# Monstrous Regiment