Happy Smiley Minions v1.0.0 *by AlejoFBlack*

TOWNSFOLK

Steward
You start knowing 1 good player.

Pixie
You start knowing 1 in-play Townsfolk. If you were mad that you were this character, you gain their ability when they die.

High Priestess
Each night, learn which player the Storyteller believes you should talk to most.

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

Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

Fisherman
Once per game, during the day, visit the Storyteller for some advice to help you win.

OUTSIDER

Mutant
If you are "mad" about being an Outsider, you might be executed.

Klutz
When you learn that you died, publicly choose 1 alive player: if they are evil, your team loses.

MINION

Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.

Baron
There are extra Outsiders in play. [+2 Outsiders]

DEMON

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

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Pukka
5. Pixie
6. Spy
7. General
8. D — Dawn

FABLED, JINXES & LORIC

OTHER NIGHTS

1. D — Dusk
2. Lycanthrope
3. Pukka
4. Spy
5. General
6. D — Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1 D **Dusk**
Start the Night Phase.

2 M **Minion Info**
If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.

3 D **Demon Info**
If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.

4 **Pukka**
The Pukka points to a player. That player is poisoned.

5 **Pixie**
Show the Pixie 1 in-play Townsfolk character token.

6 **Spy**
Show the Grimoire to the Spy for as long as they need.

7 **General**
Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.

8 D **Dawn**
Wait for a few seconds. End the Night Phase.

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Lycanthrope**
   The Lycanthrope points to a living player: if good, they die and no one else can die tonight.
3. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
4. **Spy**
   Show the Grimoire to the Spy for as long as they need.
5. **General**
   Show the General thumbs up for good winning, thumbs down for evil winning or thumb to the side for neither.
6. **Dawn**
   Wait for a few seconds. End the Night Phase.