# Gugglers, Jossips, and LOLs (Live, Laugh, Guggie) v1.0.0 *by Bees*

Djinn

## TOWNSFOLK



**Noble**
You start knowing 3 players, 1 and only 1 of which is evil.



**Librarian**
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



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



**Empath**
Each night, you learn how many of your 2 alive neighbours are evil.



**Monk**
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



**Gossip**
Each day, you may make a public statement. Tonight, if it was true, a player dies.



**Savant**
Each day, you may visit the Storyteller to learn 2 things in private: 1 is true & 1 is false.



**Juggler**
On your 1st day, publicly guess up to 5 players' characters. That night, you learn how many you got correct.



**Nightwatchman**
Once per game, at night, choose a player: they learn who you are.



**Slayer**
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



**Seamstress**
Once per game, at night, choose 2 players (not yourself): you learn if they are the same alignment.



**Philosopher**
Once per game, at night, choose a good character: gain that ability. If this character is in play, they are drunk.



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

## OUTSIDER



**Plague Doctor**
When you die, the Storyteller gains a Minion ability.



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



**Drunk**
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



**Politician**
If you were the player most responsible for your team losing, you change alignment & win, even if dead.

## MINION



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



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



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



**Scarlet Woman**
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



**Boomdandy**
If you are executed, all but 3 players die. 1 minute later, the player with the most players pointing at them dies.

## DEMON



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



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



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

# Quick Reference

*Gugglers, Jossips, and LOLs (Live, Laugh, Guggie) — by Bees*

## FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Philosopher
5. Poisoner
6. Pixie
7. Librarian
8. Empath
9. Seamstress
10. Noble
11. Nightwatchman
12. Spy
13. Dawn

## FABLED, JINXES & LORIC

**Plague Doctor & Spy**

If the Storyteller would gain the Spy ability, a Minion gains it, and learns this.

**Plague Doctor & Scarlet Woman**

If the Storyteller would gain the Scarlet Woman ability, a Minion gains it, and learns this.

**Cannibal & Juggler**

If the Juggler guesses on their first day and dies by execution, tonight the living Cannibal learns how many guesses the Juggler got correct.

**Legion & Politician**

The Politician might register as evil to Legion.

**Pit-Hag & Politician**

If the Pit-Hag turns an evil player into the Politician, they can't turn good due to their own ability.

**Plague Doctor & Boomdandy**

If the Storyteller would gain the Boomdandy ability, a player becomes the Boomdandy.

### FABLED

**Djinn**

Use the Djinn's special rule. All players know what it is.

### RECOMMENDED TRAVELLERS

**Deviant**

If you were funny today, you cannot die by exile.

## OTHER NIGHTS

1. Dusk
2. Philosopher
3. Poisoner
4. Monk
5. Pit-Hag
6. Scarlet Woman
7. Legion
8. Imp
9. Gossip
10. Empath
11. Seamstress
12. Juggler
13. Nightwatchman
14. Spy
15. 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

*Gugglers, Jossips, and LOLs (Live, Laugh, Guggie) — by Bees*

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 
**Philosopher**
The Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

5 
**Poisoner**
The Poisoner points to a player. That player is poisoned.

6 
**Pixie**
Show the Pixie 1 in-play Townsfolk character token.

7 
**Librarian**
Show the character token of an Outsider in play. Point to two players, one of which is that character.

8 
**Empath**
Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.

9 
**Seamstress**
The Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

10 
**Noble**
Point to 3 players including one evil player, in no particular order.

11 
**Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

12 
**Spy**
Show the Grimoire to the Spy for as long as they need.

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

# Other Nights

*Gugglers, Jossips, and LOLs (Live, Laugh, Guggie) — by Bees*

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

2 **Philosopher**
If the Philosopher has not used their ability: the Philosopher either shows a 'no' head signal, or points to a good character on their sheet. If they chose a character: Swap the out-of-play character token with the Philosopher token and add the 'Is the Philosopher' reminder. If the character is in play, place the drunk marker by that player.

3 **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

4 **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5 **Pit-Hag**
The Pit-Hag points to a player and a character on the sheet. If this character is not in play, wake that player and show them the 'You are' card and the relevant character token. If the character is in play, nothing happens.

6 **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

7 **Legion**
Choose a player, that player dies.

8 **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9 **Gossip**
If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.

10 **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

11 **Seamstress**
If the Seamstress has not yet used their ability: the Seamstress either shows a 'no' head signal, or points to two other players. If the Seamstress chose players , nod 'yes' or shake 'no' for whether they are of same alignment.

12 **Juggler**
If today was the Juggler's first day: Show the hand signal for the number (0, 1, 2, etc.) of 'Correct' markers. Remove markers.

13 **Nightwatchman**
The Nightwatchman may point to a player. Wake that player, show the 'This character selected you' card and the Nightwatchman token, then point to the Nightwatchman player.

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

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