A Llama?! He's Supposed to Be Dead!! v1.0.0 *by Ryan Luttrell*

TOWNSFOLK



Chef
You start knowing how many pairs of evil players there are.



Grandmother
You start knowing a good player & their character. If the Demon kills them, you die too.



Sailor
Each night, choose an alive player: either you or they are drunk until dusk. You can't die.



Balloonist
Each night, you learn 1 player of each character type, until there are no more types to learn. [+1 Outsider]



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Gambler
Each night*, choose a player & guess their character: if you guess wrong, you die.



Acrobat
Each night*, if either good living neighbour is drunk or poisoned, you die.



Exorcist
Each night*, choose a player (different to last night): the Demon, if chosen, learns who you are then doesn't wake tonight.



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



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



Tea Lady
If both your alive neighbours are good, they can't die.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Pacifist
Executed good players might not die.

OUTSIDER



Hermit
You have all Outsider abilities. [-0 or -1 Outsider]



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



Moonchild
When you learn that you died, publicly choose 1 alive player. Tonight, if it was a good player, they die.



Damsel
All Minions know you are in play. If a Minion publicly guesses you (once), your team loses.

MINION



Mezepheles
You start knowing a secret word. The 1st good player to say this word becomes evil that night.



Godfather
You start knowing which Outsiders are in play. If 1 died today, choose a player tonight: they die.



Devil's Advocate
Each night, choose a living player (different to last night): if executed tomorrow, they don't die.



Assassin
Once per game, at night*, choose a player: they die, even if for some reason they could not.

DEMON



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



Shabaloth
Each night*, choose 2 players: they die. A dead player you chose last night might be regurgitated.



Po
Each night*, you may choose a player: they die. If your last choice was no-one, choose 3 players tonight.



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

Quick Reference

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FIRST NIGHT

1. Dusk
2. Minion Info
3. Demon Info
4. Sailor
5. Lleech
6. Godfather
7. Devil's Advocate
8. Mezepheles
9. Pukka
10. Damsel
11. Chef
12. Grandmother
13. Balloonist
14. Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS



Butcher
Each day, after the 1st execution, you may nominate again.



Judge
Once per game, if another player nominated, you may choose to force the current execution to pass or fail.



Apprentice
On your 1st night, you gain a Townsfolk ability (if good), or a Minion ability (if evil).



Gnome
All players start knowing a player of your alignment. You may choose to kill anyone who nominates them.



Voudon
Only you and the dead can vote. They don't need a vote token to do so. A 50% majority is not required.

OTHER NIGHTS

1. Dusk
2. Sailor
3. Innkeeper
4. Gambler
5. Devil's Advocate
6. Mezepheles
7. Exorcist
8. Pukka
9. Shabaloth
10. Po
11. Lleech
12. Assassin
13. Godfather
14. Gossip
15. Acrobat
16. Damsel
17. Moonchild
18. Grandmother
19. Balloonist
20. 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  **Sailor**
The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.

5  **Lleech**
The Lleech points to a player. Place the Poisoned reminder token.

6  **Godfather**
Show each of the Outsider tokens in play.

7  **Devil's Advocate**
The Devil's Advocate points to a living player. That player survives execution tomorrow.

8  **Mezepheles**
Show the Mezepheles their secret word.

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

10  **Damsel**
Wake all the Minions, show them the 'This character selected you' card and the Damsel token.

11  **Chef**
Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.

12  **Grandmother**
Show the marked character token. Point to the marked player.

13  **Balloonist**
Choose a character type. Point to a player whose character is of that type. Place the Balloonist's Seen reminder next to that character.

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

Other Nights

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1. **Dusk**
   Start the Night Phase.
2. **Sailor**
   The previously drunk player is no longer drunk. The Sailor points to a living player. Either the Sailor, or the chosen player, is drunk.
3. **Innkeeper**
   The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.
4. **Gambler**
   The Gambler points to a player, and a character on their sheet. If incorrect, the Gambler dies.
5. **Devil's Advocate**
   The Devil's Advocate points to a living player, different from the previous night. That player survives execution tomorrow.
6. **Mezepheles**
   Wake the 1st good player that said the Mezepheles' secret word and show them the 'You are' card and the thumbs down evil signal.
7. **Exorcist**
   The Exorcist points to a player, different from the previous night. If that player is the Demon: Wake the Demon. Show the Exorcist token. Point to the Exorcist. The Demon does not act tonight.
8. **Pukka**
   The Pukka points to a player. That player is poisoned. The previously poisoned player dies.
9. **Shabaloth**
   One player that the Shabaloth chose the previous night might be resurrected. The Shabaloth points to two players. Those players die.
10. **Po**
    If the Po chose no-one the previous night: The Po points to three players. Otherwise: The Po either shows the 'no' head signal , or points to a player. Chosen players die
11. **Lleech**
    The Lleech points to a player. That player dies.
12. **Assassin**
    If the Assassin has not yet used their ability: The Assassin either shows the 'no' head signal, or points to a player. That player dies.
13. **Godfather**
    If an Outsider died today: The Godfather points to a player. That player dies.
14. **Gossip**
    If the Gossip's public statement was true: Choose a player not protected from dying tonight. That player dies.
15. **Acrobat**
    If a good living neighbour is drunk or poisoned, the Acrobat player dies.
16. **Damsel**
    If selected by the Huntsman, wake the Damsel, show 'You are' card and a not-in-play Townsfolk token.
17. **Moonchild**
    If the Moonchild used their ability to target a player today: If that player is good, they die.
18. **Grandmother**
    If the Grandmother's grandchild was killed by the Demon tonight: The Grandmother dies.
19. **Balloonist**
    Choose a character type that does not yet have a Seen reminder next to a character of that type. Point to a player whose character is of that type, if there are any. Place the Balloonist's Seen reminder next to that character.
20. **Dawn**
    Wait for a few seconds. End the Night Phase.