

Congratulations! You have been cast on a hot new reality TV show. You're a larger than life character and the producers are sure the audience are going to love you. You're also a llama, because it rhymes with "drama" and it's fun.

Your goal, nay, your dream, is to become the breakout star of the show. To win your audience and the show's producers over you must never be dull, so get your hooves dirty generating juicy plotlines. But don't go overboard, or you'll get the dreaded villain edit!

## Before You Play

### Creating a Llama

You're just a regular llama, one of the cud-chewing masses. But not for long! Unlike the rest of these glorified goats you have a dream, an ambition, a drive: to be famous! You'll achieve that goal by any means available, including talent, charm, and low-down-dirty-rotten stunts.

Come up with a name, age, and colouring for your llama. Sadly llamas only live around 20 years, so let's say under 9 is considered young and fresh, while 10-13 is middle aged. If you give your llama a backstory with family, friends or a profession, be sure to work with your GM to meld these with their TV show concept.

Next, pick or roll for a reality TV star archetype. Your archetype gives you a better chance of success when pulling certain moves.

1. The Hot Mess - a loose cannon with terrible luck and worse choices
2. The Stable One - always speaking good sense, always getting ignored
3. Stepping Stone - too talented for this franchise, but they're making the best of it
4. Miss Congeniality - she IS here to make friends, and will apologise to (or for) anyone
5. That B\*\*\*\* - ruthless self belief is her weapon and she will cut you
6. The Sidekick - wants to be That B\*\*\*\*, and sometimes claims to be, but we all know

Choose or roll for a special talent or interest. You have advantage on moves you pull if you can tie them to your choice in the narrative:

1. Music
2. Charity
3. Fashion
4. Cuisine
5. Celebrity Friends
6. The Occult

Choose or roll for two snazzy accessories to help your llama stand out from the crowd:

1. Uncomfortable heels
2. Statement jewellery
3. Either a teeny tiny or truly massive purse

4. Eye catching makeup and/or coloured fur
5. A little nip and tuck, maybe some lip filler
6. Tattoos and/or piercings

## Deep Dark Secrets

Finally, think of three deep, dark secrets for your llama. These should be shocking, salacious, and/or embarrassing for your character. Now tell these to your GM. These might come out during the game, so make them something fun and revealing of your character's backstory or personality.

## Introductions

The GM will describe the premise of the show, including where it's a **competition** or a **soap**. This is the players' chance to request changes or add their ideas to the concept. This is also the time to tie your llama's backstory in with the concept and make any adjustments needed.

Describe your llama to the other players and figure out whether any of your characters would know each other already. If your show is a **soap** rather than a **competition**, your llama should be relatives, friends, or frenemies with at least one other llama and should know of at least one other by reputation before the game starts.

## Safety

The GM should select and apply safety tools to ensure everyone feels happy and comfortable at the table. Consider using [Lines and Veils](#) to flag content as off-limits before the session, and [X-cards](#) to allow players to easily express discomfort while in play.

In this game the llamas absolutely should misbehave, be rude, sabotage other llamas, and hurl insults. In contrast, the players at the table should take the best possible care of each other. The drama in this game **must** be fictional. Don't bring anything real to the table, especially real-world prejudices or oppressive power dynamics. Respect each other's boundaries and pause play if anyone seems genuinely upset. If it turns out they're just a really good actor, then great! You just paid your friend a lovely compliment.

## Playing the Game

### Drama

An individual llama's **drama** score is measured against a 12 point scale from the lowest, **boring** level, through **relatable** and the all-important **breakout star** level, then up to the highest, **toxic** level of drama.

1	2	3	4	5	6	7	8	9	10	11	12
[	boring	]	[	relatable	]	[	breakout star	]	[	toxic	]

Every llama starts out **relatable**, with 5 points of **drama** out of a possible 12. As you play through episodes of the show, creating scenes and making moves, you'll roll dice to add or remove drama from your score, aiming to reach **breakout star** status.

At the end of each episode Llamas with 3 or less points of **drama** are considered **boring**, while llamas with 11 or more points are considered **toxic**. Both are put in time out, and are blocked from appearing in scenes in the next episode. Don't worry too much if this happens to your llama. Characters in the **boring** or **toxic** zones gain special moves to come back with a bang in their next episode. See the Moves section for details of **Glow Up** or **Redemption Arc**. You also can't be blocked from appearing in the finale episode, no matter what you've done or not done.

If all the llamas are **boring** or **toxic** at the end of an episode, or only one llama remains unblocked, the producers shrug and let everyone appear in the next episode. Gotta have that sweet, sweet content at the end of the day. The llamas in the **boring** or **toxic** zones still get their special moves.

When you end an episode in the **breakout star** zone, there's a chance that one of your llama's secrets will be leaked before the next episode. When this happens the GM will pick one and reveal it to the table before continuing on to the next episode.

## Episodes and Scenes

At the start of an episode the GM announces its activity, location, and **main character**. The llama who is that **main character** is granted special moves they can pull for the duration of this episode.

Once the episode scenario has been introduced and the GM has delivered an introductory vignette, llamas should take turns to call out scenes they'd like to create. These should involve at least one other llama, and can include any NPCs that would reasonably be around, played by the GM. Every scene starts with a move by the llama who called it, and any llamas involved in a scene can respond with a move. Play these out, then roll to see how your drama scores are affected. You can then announce another round of moves, and so on until a satisfying conclusion is reached, or the GM calls to cut away.

The episode continues until every llama who isn't blocked from the episode has created a scene. Except in the finale episode, which can run longer to tie up loose ends if the players and GM agree.

Each **competition** episode ends with a 2d6 roll-off to determine the winner. Highest roll wins and earns a point towards becoming series champion. Ties are allowed, and tied winners both

get a point. The episode's **main character** rolls with **advantage** (roll 3d6 keep the two highest), while any player they've pulled a **Sabotage** move on rolls with **disadvantage** (roll 3d6 discard the highest). No one's **drama** score is affected by the episode scores. This is just for plot. Remember: the real winner is the breakout star of the show.

## Talking Head

When something particularly outrageous happens in a scene, the GM might call for a Talking Head from someone who isn't in the scene, who'll break up the action and provide the audience with snappy in-character commentary. Talking Heads can be nominated by the GM or they can volunteer themselves. They give their comments, then get to roll 2d6. If they roll lower than their **drama** score they have the option of removing 1 point from it. If they roll equal to or higher than their **drama** score they have the option of adding 1 point. They don't have to do either, but a Talking Head can be a useful opportunity to show your llama in a more relatable light.

Blocked llamas can provide Talking Heads, commenting as if they heard about the incident later from their castmates or social media.

## Moves

To pull a move, call it out by name, then describe what you do in the narrative. Act it out with your scene partners, then roll 2d6 to see how successful it was. If you're rolling with **advantage**, roll 3d6 and discard one dice of your choice. There are two types of moves: **diffusing** moves, which aim to decrease drama, and **taunting** moves, which aim to create drama.

When pulling a **diffusing** move, your aim is to roll lower than your current drama level. If you succeed, roll 1d4 and remove that amount of drama from your score, unless the move states otherwise.

When pulling a **taunting** move, your aim is to roll equal to or higher than your current drama level. If you succeed, roll 1d4 and add that amount of drama to your score, unless the move states otherwise.

When all the llamas in a scene are **taunting** or **diffusing**, they all roll with **advantage**. If some are **taunting** and others are **diffusing**, they roll normally with 2d6.

## Diffusing Moves

### Friends 5eva

*We llamas have to stick together.*

Only **main characters** can pull this move. You help another llama achieve their goal, whether that's winning an episode or rehabilitating their reputation. They'll pay you back later, right?

### Redemption Arc

*I'm sorry about that thing I said/car I stole/restaurant I torched. With the guidance of my family I'm making steps to be a better llama.*

Only **toxic** llamas can pull this move. You return to the show after an episode away ready to apologise, or make a really good excuse. Remove 1 from your drama if you succeed.

### **Shoulder to Cry On**

*That's right hon, let it all out.*

You offer a hug and some solid advice to your co-star, knowing perfectly well they won't listen.

**The Stable One** rolls with **advantage** when pulling this move.

### **Dazzle Them**

*Hey, look, did you know I can do a cartwheel?*

Use your special talent to take everyone's mind off that thing someone shouldn't have said.

**Stepping Stone** rolls with **advantage** when pulling this move

### **I've Been There**

*If there's one thing I've learned through my guided meditation healing and recovery program, it's this...*

Recount one of your many terrible life experiences. You're either empathising or putting things in perspective. **The Hot Mess** rolls with **advantage** when pulling this move.

### **Both Sides**

*They should NOT have said that out loud, but they're not wrong.*

You're doing a yoga pose on that fence and it's almost impressive. **The Sidekick** rolls with **advantage** when pulling this move.

### **Where's the Love?**

*How long have we known each other? Really? Anyway, I feel like we've really connected.*

You just want everyone to get along and focus on what really matters. **Miss Congeniality** rolls with **advantage** when pulling this move.

### **Charm Offensive**

*I'm not wrong, but if I were then you'd be totally right to say so. I've always admired that about you. Oh my gawd, are we best friends?*

You use your sheer star power to cow your opponents. **That B\*\*\*\*** rolls with **advantage** when pulling this move.

### **Apology Monologue**

*It's come to my attention that certain things I've said have caused distress to some, and that's just, like, really not what I'm about.*

You offer a lengthy and self-indulgent apology to everyone you've hurt.

### **Thousand Yard Llama Stare**

*\*slow blink\**

Your higher faculties shut down. Suddenly you're somewhere else. Here there are no cameras and no mean cast-mates. You're alone on a crisp, clear morning in the Andes. Breathe that fresh mountain air. Breeeeathe.

## Taunting Moves

### **Sabotage** (only main character llamas)

*Nice purse. Be a shame if someone, say, filled it with cheap pinot grigio and prescription pills.*

Only **main characters** can pull this move. You use your upper hand to make another llama look really, really bad. They'll never know it was you. In a **competition** sabotaged llamas roll their episode roll with **disadvantage**.

### **New Day, New Me**

*You've changed something. Is it your hair?*

Only **boring** llamas can pull this move. You return to the show after an episode away with a new look or a new story line. Add 2 to your drama if you succeed.

### **Cause a Scene**

*What's happening? Whose shirt is this? I don't care. Have you seen my dog? I just bought him this morning. Wait, that waiter stole him!*

You throw something wild and unexpected into the mix. No one knows what you're talking about. **The Hot Mess** rolls with **advantage** when pulling this move.

### **You Crossed the Line**

*How dare you? Don't talk to me or my son, or my sister, or my step-father-in-law ever again.*

You heard that someone's been saying something they shouldn't about your loved ones. Now they must pay. **The Stable One** rolls with **advantage** when pulling this move.

### **Stir the Pot**

*I love them, but sometimes they're not like... nice? You know?*

You share or create a rumour on the spot, just for fun. **The Sidekick** rolls with **advantage** when pulling this move.

### **Ruthless Stunt**

*This is my house now. Your bed? Mine. Your man? Mine. And give me those shoes before you leave.*

You pull something outrageous and get away with it. Your castmates watch in awe and horror.

**That B\*\*\*\*** rolls with **advantage** when pulling this move.

### **Scene Steal**

*I don't know if I've told you about the work I've been doing with [insert celebrity name here]?*

You seize upon a lull in the conversation to show off your special talent and catch some sweet sweet airtime. **Stepping Stone** rolls with **advantage** when pulling this move.

### **Ugly Cry**

*Why can we never just have a nice time?*

You can't take it any more and burst into heavy sobs. **Miss Congeniality** rolls with **advantage** when pulling this move.

### Call Them Out

*I've HAD IT! Officially - Detox*

A classic for a reason. Time to put these burdensome beasts in their place.

### Llama Spit

*Hwa-toosh!*

The llama in you takes over. Hundreds of millions of years of evolution have gifted you with one, very effective way of dealing with conflict. That's right: it's high-speed saliva from your face.

## Improvised Moves

If you don't see a move that suits what you want to do in a scene, don't get stuck. Improvise! Work with your GM to determine whether you're **diffusing** or **taunting** and roll as usual.

# For the GM

## Shows

There are two broad types of show: **soap** or **competition**.

### Planning Soap Shows

Answer the following with your players:

- What makes the characters interesting? Examples:
  - They're all fabulously wealthy.
  - They're all celebrity stylists.
  - They're all single and desperate.
- Where and when do the contestants come together and cause drama? Examples:
  - They're all in the same friendship group
  - They're all professional rivals and attend the same industry events
  - They've all just moved into a house together.

### Planning Competition Shows

Answer the following with your players:

- What's the theme? What skill(s) will the contestants be using? Examples:
  - Cooking
  - Dating
  - Survival
  - Drag

- What is the grand prize? Examples:
  - Money
  - Fame
  - Love
  - A speedboat
- Where does the competition take place? Examples:
  - A studio workroom
  - A tropical paradise
  - A spooky, abandoned castle
  - Different locations every episode

In a competition there will be a winner each episode and a series winner. You need to figure out who the favourite to win is each episode. They are your **main character** for the episode. Make sure every llama gets a turn. You can assign this at random or choose based on the llama's archetype and special talents.

In this game it doesn't really matter who's winning the fictional competition, but it's a useful driver for plot and drama, so make sure the players always know who's in the lead and who's falling behind.

## Episodes

Every episode needs:

- An activity. Examples:
  - A birthday party in a **soap**
  - A charity gala in a **soap**
  - An against-the-clock challenge in a **competition**
  - A makeover challenge in a **competition**
- A location. Examples:
  - On a boat
  - At a museum
  - At one of the llama's houses
  - In a studio "workroom" or kitchen
- A **main character**. This can be the host of a dinner or the birthday llama in a **soap**, or the favourite to win this round of a **competition**. Make sure every llama gets to be the solo **main character** once. In the finale, where every llama is the **main character**.

You decide these and announce them to the llamas at the beginning of the episode. They decide what scenes they'd like to concoct in this scenario.

You'll also want some NPCs - bar staff, restaurant managers, security guards, a llama's family members, makeover subjects - you create these as needed to populate a scene and play their role in any interactions with the llamas.



There should be as many episodes as there are players, so everyone gets a turn being the main character, plus a finale where the llamas resolve any remaining story lines. In competition shows the finale is also where the winner is announced.

At the end of an episode ask your players where their drama rating is up to. Remind any **boring** or **toxic** llamas that they won't get to appear in the next episode, unless it's the finale. If any llamas are in the **breakout star** zone, pick one of their secrets and reveal it to the group.

## Scenes

The llamas call and control the scenes by pulling moves, but as the GM you still have options. You can bring in NPCs as needed or have the environment change in ways that increase or decrease drama. End scenes when they naturally conclude, or lose momentum, or become repetitive.

If a scene is getting out of hand remember you have options to calm things down. You can call for a roll, resolving the current moves in play and providing a breathing pause while dice are rolled. You could also call for a talking head to create comedy and diffuse any tension. You can also use NPCs to pull focus away from any excessive character drama.

Above all, make sure everyone's having fun! Check in between scenes and episodes if you're not sure how the drama is landing with any players. This is all supposed to be very silly. If all else fails, remind your players that they are currently very self-important llamas.