Wolves in Sheepskin

One day, a humble shepherd was watching over a peaceful flock of sheep in a green pasture. Sadly, the shepherd had to leave the flock to visit a faraway land. He wished to the fairy of the lambs to watch over his flock. One night, the fairy took the shape of a sheep, and joined the flock. Before the shepherd left, he told his sheepdogs to watch over the flock. The sheepdogs talked like a sheep and walked like a sheep. The sheepdogs joined the flock as per their master's request. The sad day came, and the shepherd left. Wise wicked wolves heard about the flock, so they donned on sheepskin and joined the flock. Word of the wolves was told. Everybody in the flock shall choose who to throw into the well or the lambs will be led to slaughter.

Wise Wicked Wolves (Two sheep per wolf)

-Pack Leader, decides the action of the pack

-One slaughter per night (unless a lone wolf or rise of a new leader or full moon ritual)

-If pack leader is gone, slaughter has to be skipped for the rise of a new leader

-Full Moon Rites: invokes silence of the lambs, requires “innocent blood of a lamb”

-Lone Wolf, if there is only one wolf left, that wolf does not have to kill every night

Sheepdogs (Three wolves per dog)

-Each dog sniffs an individual to find out who is not a sheep (night hunt)

-\*Sheep Incognito/Pig who believes itself to be a sheep, pig scent confuses sheepdogs

-\*Black Sheep, the sheep that was lost but found victory (Sheepdog & Black Sheep wins)

Fairy of the Lambs

-Magical being that has taken a form of a sheep

-Only one fairy of the lambs in the entire green pastures

-death curse, if the fairy's identity is exposed, the magic vanishes and the fairy dies.

-day spell, fairy grants wolf's bane to someone for one night

-dream spell, show up in someone's dream to dream about someone else (no dream or day spell for 3 nights afterwards)

-dry spell, if the fairy was murdered by wolves, within 7 days of death all the wolves die or the days number equal to how many are alive at the time

-\*love spell, love conquers all victory (Lovers “kiss each other” to win. Lovers, Romeo and Juliet, roles are drawn by lot at the beginning of the game and their roles must be kept secret at all times.)

Flock of Sheep

-Initially the majority of creatures on the green pasture

-There are posers in the flock, so a trial must be held in daytime to decide who is thrown down the well.

\*\*Shorn Lamb, voted the person who is the “most naked” at the end of the game

\*\*Dolly the cloned sheep, voted as someone making the best impression of someone of someone else at the end of the game

NARRATOR

Narrates the story, track who is who and which ones are which, keeps the game going, changes night to day and vice versa, enforces rules/spells/pestilence, grants the victory to the winners (Flock victory, Pack Victory, Dog Victory, Love Victory or Plague Victory) and hand out the reward (cookies, candy, coins, etc), voting for awards counts for two votes

\*\*Being voted for Dolly or Shorn Lamb at the end of game makes you a co-winner

TURN STRUCTURE

Daytime: Entire flock mingle, whisper, chat, kiss, hold hand, dance, tell jokes, spread disease, share secrets, pass signals, enforce rules, sing love songs, tickle each other, etc. “Sunsets over the horizon...DAY [ONE] concludes”

Grace period of sunshine (example: 1 minute)

Then, trial. “Hearken, hearken ye in the green pastures. Come and gather to pass judgement on whoeversoforth bear evil to the flock!” However, NO TRIALS ON THE FIRST DAY.

Trial: All accused must stand trial. Accuser prosecutes. Accused states defense. Vote. On to next trial. If voted guilty by plurality of votes, “[name], thou hath been tried for acts of murder and bearing malice to this flock. In the well thou shall fall!” To conclude trial[s], “This trial is now adjourned.”

Nighttime

Entire flock goes to sleep

Night Hunt (“Sheepdogs AWAKE!”)

Each dog covertly sniffs an individual to find out who are NOT THE SHEEP

When hunt is done, “Sheepdogs REST”

Magic Time (“RISE, O Fairy of the Lambs”)

Choose between casting day spell or dream spell

Day spell: Fairy picks an individual to be protected. That individual cannot be touched by wolves for that night.

Dream spell: Fairy picks a dreamer. Narrator secretly alerts the dreamer. “Dreamer...FEAST YOUR EYES ON THIS MAGIC” Dreamer opens eyes to see the fairy and narrator while the flock sleeps. Fairy picks a person (dead or alive) to dream about...Narrator informs the fairy and dreamer about the subject's role (wolf, sheepdog, sheep, and sheep incognito...no black sheep or lovers revealed). “Dreamer...QUIT DREAMING!”. For the next 3 nights, fairy cannot cast day spell or dream spell

When done, “Fairy of the Lambs...RETURN TO THE FLOCK”

Slaughter Time (“Wise Wicked Wolves, WAKE UP!”)

If no pack leader, pack picks a new leader in secret

Pack Leader chooses a slaughter or Full Moon Ritual if an innocent sheep was thrown into the well.

Full Moon Ritual: Narrator howls to let the entire sleeping flock know about the full moon ritual that invokes the silence of the lambs. “For the innocent blood of a lamb, the wise wicked wolves howl to the full moon to invoke the SILENCE OF THE LAMBS!!!”

Silence of the Lambs: On the next day, anyone in the flock that speaks will vanish immediately from the green pasture.

When Slaughter Time is done, “Wise Wicked Wolves GO TO SLEEP”

“SIR NIGHTTIME PASSES BY AS MISTER DAY LEADS THE WAY” ...go to next day. Slaughtered sheep's body is discovered, infected ones do not wake up after the 13th night, phantom of fear brings silence of the lambs, effects of day spell, etc.

MONOLOGUES and ASSOCIATED RULES

Black sheep found by a sheep dog – once per day

“Thou art a sheep that was lost, but now thou art found.” -only sheepdogs can say this

Lovers find the love of their life

“O, [name of the love], how sweet are thy lips? Wherefore not looketh in mine eyes and seeth the fire burning in my hearth... Thou were meant for me, and I for thee.” – only lovers can say this, once a lover says it, the other lover cannot say anything, also, this equates to a kiss.

Lovers win

“The power of love conquers all...and there is peace and love throughout the green pasture.” – narrator

Reveal a Fairy – once per day

“Alas, thou hath revealed thyself as the Fairy of the Lambs!” -witness to revelation

Fairy's Death Curse activates

“For the treachery of magic that thou hath committed, the Father of the Sky smite thee with a bolt of lightning.”

Fairy's Dry spell activates

“Ahhhhh...the tragedy! Whereforth the wolves slaughter the dear fairy? All the spirits in the woods and the nymphs of the ponds mourn for the fairy. In seven days, wherein all the waters throughout the green pasture will cower from the mischievous wolves.

Next day with Silence of the Lambs

“Behold, the phantom of fear lingers among the flock poised to snuff out anyone that utters a word.”

Next day with day spell that repelled a wolf attack

“Aha, let the ray of sun paint through the night sky and veiled the flock with wolf's bane.”

Next day with a corpse

“Blood! Blood! O [name of victim] lies dead. Ripped and mangled his/her corpse lay.”

Silence of the Lambs violated

“Thy impudent fool, [name of offender], ride the chariot of death and vanish!”

COMMON SENSE RULES

-The dead do not speak.

-No talking at night ever...except for narrator.

-Absolutely no peeking when sleeping.

-Wolves are not cannibals.

-If you are not the fairy, do not say so.

-Black sheep absolutely cannot reveal themselves as the black sheep.

-Those who vanish or fall in the wall cannot be identified as to what they were.

-Slaughtered animal's corpses can be identified as whether it was a sheep or dog...etc.

-If the narrator did not know it happen, it did not happen.

-Narrator's words are final.

-\*Implies that they are optional roles, only one individual per role and it cannot skew the proportions of the population

\*\*Implies that it is a title that you can win through an end of game election. If you bear a title means that a reward is shared with you