

La Llorona - OVERVIEW

Goal: Collect the 3 spirit tokens before 10 nights pass — or drown trying.

COMPONENTS

- A Deck of Cards
- The Game Board
- 4 Character Cards
- 4 Game Pieces
- 3 Spirit Tokens
- 4 Treasure Tokens
- 12 Deathmarks

SETUP

1. **Tokens:** Shuffle and place tokens face down at river ends (3 spirits, 4 treasures)
2. **Cards:** Place deck near board. Set aside Death Marks.
3. **4 Players:** Choose a character card and place character pieces at the beginning of the board.

How to Win

Collect 3 **Spirit Tokens** and deliver them to the **Altar** in the middle of the board.

Lose if all players are drowned by **La Llorona**.

Turn Structure

Each turn has a **Day** and **Night** phase. Start on **Day**.

Turn one - All the players place one card face down (adjacent to start or other cards) and move your play piece to that card.

Day Phase (Each player may do each once)

- **Explore:** Move to an adjacent *unexplored* (face-down) tile
- **Backtrack:** Move across up to 3 already explored lands.
- **Collect:** If next to a token you may pick it up

Night Phase

1. **Reveal** the card you're standing on (if unexplored)
2. If it's a La Llorona Card (Face Card):
 - a. Suffer the effect
 - b. Gain 1 death mark
3. **Scout:** Place a new card from the deck adjacent to any tile with a card. Or...

4. **Release.** Deliver a Spirit Token to the Altar. Stand on the altar with spirit and roll d6. If even, deliver spirit. If odd, collect 2 death marks.
 - a. ****if a player dies attempting to deliver a spirit, return the spirit back to the end of the river.**
5. **Better Together:** if 2 or more players are on the same tile at night, remove one death mark from each.

Movement

Move 3 explored tiles and (optional) one scouted (unexplored) tile per day turn.

****You may not move past an unexplored land without revealing the card during night first.**

Carrying Spirits and the Alter

When a player reaches the end of a river and a spirit token is collected, the player may not use abilities and may only:

- roll a d4 to move with the spirit
- Pass the spirit off to another player by standing on the same tile

When a player reaches the alter with a spirit, you must roll a saving throw:

- 1-2 you safely deliver the spirit to the altar.
- 3-4 the player gains 2 death marks and the spirit flees back to its previous position at the end of the river

****Each time a saving throw is failed, add one number to safely delivering the spirit. Ex: 1-2 becomes 1-3 then 1-4. When delivering a spirit successfully this resets.**

La Llorona Cards (Face Cards)

After a La Llorona effect is revealed the card will function as a normal path (except for jack cards until resolved with treasure tokens).

Jack: Creates a cursed tile — gain a death mark when walking over this tile (even after the effect is revealed).

- Spend a treasure token to disable this effect on one card.

Queen: Nightmare — skip your next day turn

King: Draw 3 cards from the deck. Discard all number cards, return face cards to deck and shuffle.

Ace: Discard an adjacent Explored Land. Replace it with a face down card from the deck.

- If another player is on the card, they must move to an adjacent Explored Land that you are not in. If none exist, return player to start.

****Gain 1 Death Mark per face card. Collect 3 and you are drowned.****

Healing Cards

If a player reveals a 2 or 3 card, remove one death mark from that player.

Treasure Tokens

At the end of each river will either be a **spirit token** or **treasure token**.

- Use once to flip a card **before** stepping onto it.
- Can block some La Llorona effects (ex: Jack).
- Hold until needed, then discard after use.

**Players (alive and ghosts) may pass treasure tokens to each other if standing on the same tile. This takes the whole day or night turn from the player passing the token.

AFTER DEATH

After your character collects 3 death marks and is drowned by La Llorona and you come back as a **Spirit**.

Guide spirits and help other players:

- During the day phase, **stand on the same tile as a living player** and they can give you a **Spirit Token** to deliver to the **Altar**. If the saving throw is failed, **Spirit Token** is returned to the beginning of the river with no penalty.
- During the night phase, you may move on up to 3 explored tiles.

KEY TERMS

- **Explored Tile:** Face-up card
- **Unexplored Tile:** Face-down card
- **Scout:** Add a face-down card next to any tile
- **Explore:** Flip over a face-down card at your location
- **La Llorona Card:** Face cards (J, Q, K, A)
- **Spirit Token:** Objective — collect all 3 to win
- **Death Mark:** Collect 3 and you're out
- **Treasure Token:** One-use item for safety or reveals

CHARACTER CARDS

Each player picks a character to play as:

Sinbearer:

- + **Paternal Bond:** Reveal 1 token at game start. When you receive a Death Mark, you may use this trait again.
- **Betrayer:** Take 2 Death Marks from La Llorona cards (not 1).
 - ****You can expend a **Treasure Token** to nullify the Death Mark gained during turn when you flip over a La Llorona Card.****
- + **Ghost Movement:** When becoming a ghost, land or pass through the same tile as a living person. Remove one of their death marks (Once per living player). When all living players have been touched, you are revived with 2 death marks.

Trailborn:

- + **Guide: Scout** twice at **Night**. You can move through **Forest Paths** as well when you move during your **Day Phase**.
 - + When all cards are **scouted**, you may explore 2 cards during the day—one you are on and another in front of you. You do not suffer the effects of the card you are not on.
- **Phasmophobia:** All La Llorona cards gain the properties of the Jack card for you. Expend a **Treasure Token** on a La Llorona card to deactivate this effect.

Priest:

- + **Collect 4 death marks** (instead of 3)
- + **Prayer:** Before each **Night Phase** pick any player (including yourself) to protect.
 - + The protected player is safe from any **La Llorona** effects that **Night**.
 - + When successful you successfully protect another player, remove one of your own Death Marks.
- **Guilt:** If another player **dies**, gain a **Death Mark**.
 - ****If you have a Treasure Token, you can revive the player instead. They keep 2 Death Marks.****
- + **Revive:** Extra Action: gain one death mark and choose one ghost player to revive. They keep 2 death marks.

Bandit:

- + **Gambler:** During **Night Phase** you may collect the card you are currently on and replace it with a card from the deck.
 - If the new card you place is a La Llorona card, suffer the effects of the card.
 - + If your hand total reaches 21, discard the cards to reveal and take a **Token** off the board.
 - If total is above 21, discard hand. Nothing happens.
- **Greed:** When you flip over a **Token**, if it is a **Spirit Token** you must switch the **Spirit Token's** position with another **Token** on the board. **Spirit Token** remains face up.