

FULL MOON

~The Beast of Gevaudan~



Produced by Witchway Games



1 Player



Ages 12+



10-15 min.

FULL MOON: The Beast of Gevaudan

From 1764 to 1767 the French countryside was plagued by a string of mysterious and grisly deaths. Rumors of a great beast, a wolf, a man, something in between, began to ripple across the country. The church condemned the people in the towns and villages being afflicted, saying they had brought this curse on themselves. Neighbors began to suspect one another, hunting parties roamed the countryside trying to rid the land of La Bête. Fear and hysteria grew until the king of France eventually sent in his armies to flush out the beast. Many wolves were killed, trials were held, but it is unsure whether the Beast was ever truly caught...

In this game you assume the role of a villager, one who has recently been afflicted with Lycanthropy. It is you the townspeople are searching for. It is you that is responsible for these mysterious deaths. It is you that must try to gain control over your curse, ease suspicion, and keep what is left of your sanity intact.

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Needed to Play:

- The Rules booklet
- The Calendar game pad
- Dice
 - 6 Standard Dice
 - 2 Peril Dice
- A Pencil

Object of the Game:

- Survive the year (12 turns) and hide your curse from everyone in town.

Preparation:

- Get a sheet from the calendar game pad
- Roll six standard dice and assign four of those values to the powers at the bottom of the sheet or choose a class listed here in the booklet and assign your ability values as those dictate.

Abilities:



Reinforcements



Faith



Self Medicating



Storehouse

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Player Abilities:



Reinforcements: remove 1 die (normal or Peril) from the required Hunt values.

It pays to take time for preparation, and guard the town from your own curse.



Faith: re-roll as much of your resolved dice pool as you would like. You must re-roll Peril Dice.

Sometimes, when you call out for help, you get an answer.



Self Medicating: remove 1 Count of Health, Suspicion, or Psyche. Add 1 Peril Die to the next hunt.

It might help....for now



Storehouse: add or subtract 1 to the value of one of your dice in your resolved dice pool for a Hunt.

Managing the Hunt is much easier with a barn on the property.

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How to Play:

1. Mark off one Suspicion at the start of each season.
2. Use any abilities you can/want to in order to affect your stats.
3. Roll up to 6 standard dice, your goal is to meet the values listed on each full moon of the season. The more dice you roll the more likely you are to roll a Suspicious double or triple.
4. If you do not meet the values listed, you may either use an ability to modify the dice pool you have rolled or choose to fail the hunt. If you fail the hunt, you mark off one Health.
5. Keep doing this until you die, are killed, are driven mad, or succeed in hiding your curse for the year.

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Lose Conditions:

- If you mark off all your Health, you die of starvation or injury.
- If you accumulate 8 Suspicion the town suspects you are the beast and kills you.
- If you kill five townspeople through Peril Dice, you will lose all control and succumb to your beast form's bloodlust. You will kill everyone in town, and your secret will be revealed.

Standalone Rules:

1. If you fail the hunt, you take one damage - Mark this off on your Health tracker
2. If your resolved dice pool contains any doubles or triples of a number (after Abilities have been applied) you add one point of suspicion per set.
Ex: if you roll 3, 3, 1, 2 you gain one suspicion
Ex: if you roll 3, 3, 3, 5, 5 you gain two suspicion
3. If a moon hunt lists a black die as a required value, you must also roll the listed number of Peril Dice
4. Peril Dice do not affect your standard dice values, they directly affect your stats and abilities.

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Game Anatomy:

Health



Suspicion



Psyche



Hunt Values- the values you need to roll to successfully pass the hunt



Hunt Panel- all the information about the hunt



Suspicion- add one suspicion at the start of each season



Peril Dice- roll this many



Abilities



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Peril Dice: on some hunts you will be required to roll Peril Dice. These affect your stats directly. Use the resolved value to add or subtract the stat or ability per the list below.



Blood Moon: A good night, you gain one more use of any Ability you choose.



Injury: you have hurt yourself on the hunt, take one hit to Health.



Kill: you have killed a villager, take one hit to Psyche.



Suspicion: a villager glimpsed you in the woods, gain on Suspicion.

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Stats



Health: how physically well off you are. If you take 6 hits to Health you lose the game.

The Hunt can be dangerous, success can come with injuries, and failure is accompanied by starvation.



Suspicion: how much the villagers around you suspect that you are the “beast”. If Suspicion reaches 8, the villagers decide you are the beast and they kill you.

These are dark times, and your fellow villagers are wary of everyone. Those once regarded as close friends are now looked at with an eye of suspicion.



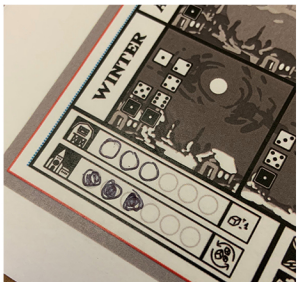
Psyche: how much of a toll your curse has taken on your mind. If you take 5 hits to Psyche, you lose yourself to the curse, and you can no longer control your werewolf form. You raid the town on the next full moon, and you kill all the villagers, or they kill you.

The toll of taking a life weighs on you, until you can take no more.

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Tip!

When allocating values to Abilities, circle the number of uses you have allocated. When you use the ability, fill in the circle to show it's been used!



Sample Hunt!

For the first hunt of Spring we need to mark off 1 Suspicion, and then roll up to six standard dice. With this example resolved dice pool, we can successfully mark off the 3, but we still need a 5 and a 1. At this time we can use Abilities to change the values or re-roll. It also looks like we have a triple in the pool! unless we change that we'll have to mark off another Suspicion! If we can't or don't want to use abilities to meet the needed values we will fail the hunt and suffer 1 point of damage to Health.



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Player Classes:



Blacksmith: The village relies on you daily



Priest: A beacon of hope in these dark times



Tavern Keep: Always there to talk to



Farmer: A warm and familiar face













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3



4







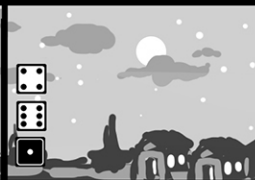




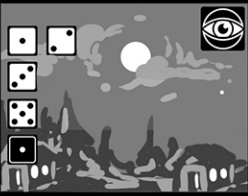





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