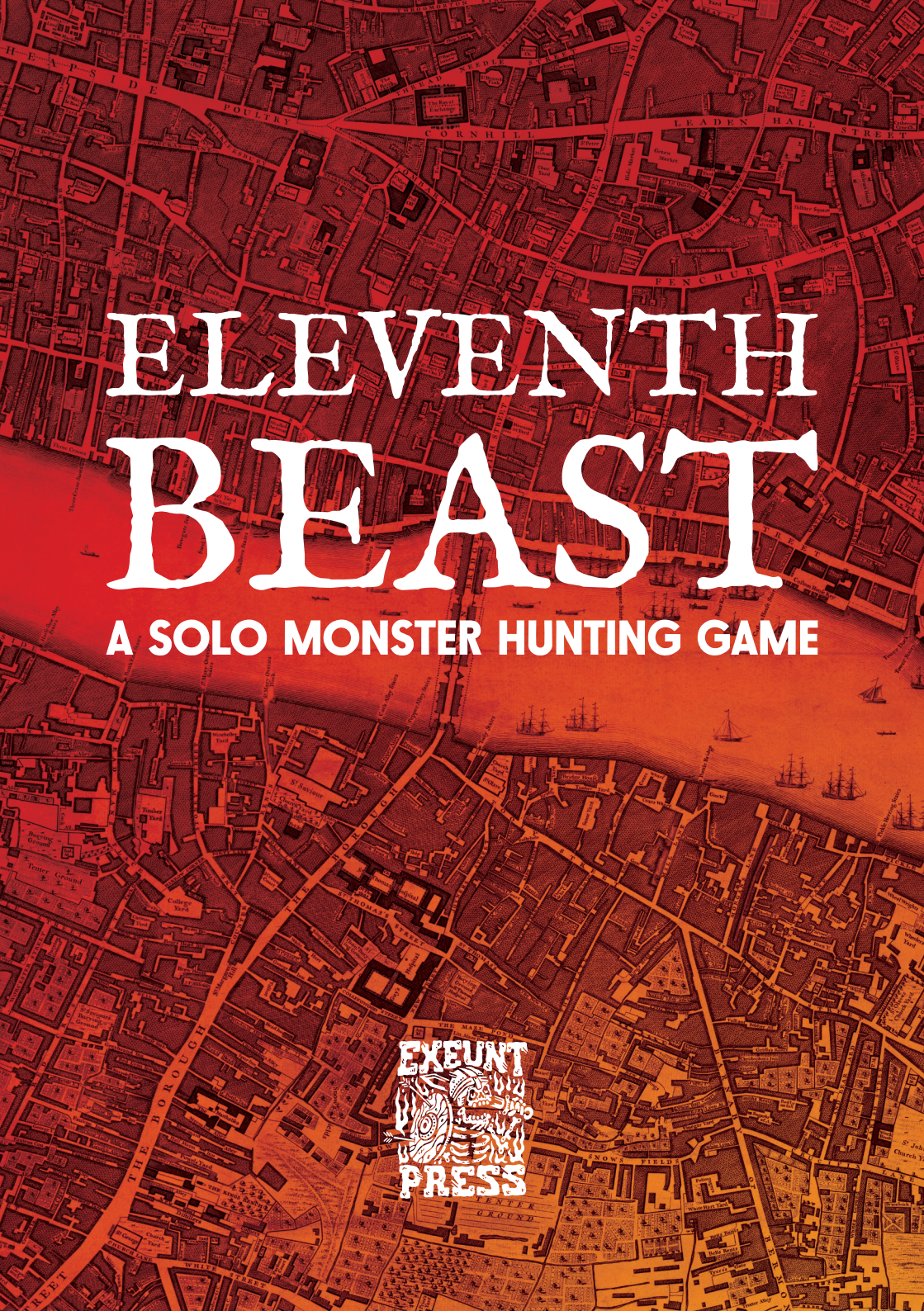
ELEVENTH BEAST

A SOLO MONSTER HUNTING GAME





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EXEUNT PRESS

Written, augmented, purged, and published by **Exeunt Press**.

Inspired by *Hellboy* by **Mike Mignola**, *Fallen* by **Perplexing Ruins**, and *New Atlantis* by **Francis Bacon** (1561 - 1626).

Inside cover: *Lo Stregozzo* by **Agostino Veneziano** (c. 1490 - 1540).

Inside pages: *Saint Anthony Tormented by Demons* by **Martin Schongauer** (c. 1450 - 1491); *Saint George Slaying the Dragon* by **Albrecht Dürer** (c. 1471 - 1528); *The Dragon Devouring the Companions of Cadmus* by **Hendrick Goltzius** (c. 1558 - 1617).

Map adapted from *A plan of the cities of London and Westminster, and borough of Southwark* published in 1746 by **John Rocque** (c. 1704 - 1762).

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ELEVENTH BEAST

1746

The first beast came as the bard left the stage.
The second roared with a lion mane'd head.
The third beast feasted on war's deadly wage.
The fourth arose from the grave's buried dead.

The fifth beast was birth'd of plague and great fire.
The sixth snared its prey with a spider's thread.
The seventh beast caught and burned on a pyre.
The eighth pierced the night, with eyes glowing red.

The ninth beast fed on blood's potent power.
The tenth on bat wings from black skies did burst.
The eleventh beast comes, beware the hour.
We know not yet its form, hunger, or thirst.

From beneath All-Hallows, we bear the brunt.
Learn its secrets, gird, and ready the hunt. ✠

YOU ARE A CROWN INQUISITOR OF SALOMON'S HOUSE, A SECRET ORDER OF DAEMON HUNTERS APPOINTED BY THE KING.



You are a CROWN INQUISITOR of The Imprecatory Society of Salomon's House. A secret order of daemon hunters commissioned by King James to battle the first BEAST. Since then, a new BEAST has arrived every thirteen years.

The year is 1746, and the ELEVENTH BEAST is approaching. INVESTIGATE the rumors. LEARN its secrets. HUNT it down, and purge this evil from the land.

KNOWLEDGE IS YOUR WEAPON

Investigate Unverified Rumors of the BEAST using the *Codex Inquisitorum*. Verify your notes at the Society's quarters beneath All-Hallows-The-Great Church, transforming them into Learned Secrets. Find Wards and Weapons to prepare for the Hunt. Exploit its weaknesses.

KILL THE BEAST

SAFETY

CW: Horror, Gore

As a solo game, **Eleventh Beast** is intended to be played alone.

If you are struggling with feelings of loneliness or feeling isolated, help is available.

SAMHSA's National Helpline is a free, confidential, 24/7, 365-day-a-year treatment referral and information service (in English and Spanish) for individuals and families. You can find more information at: www.samhsa.gov/find-help/national-helpline.



WHAT YOU NEED TO PLAY

Here is what you need to play **Eleventh Beast**:

I. About an hour of time

II. A quiet place free from distractions

III. Some paper or a notebook

IV. Some sketching tools (e.g. pens, pencils, or markers)

V. Five six-sided dice (5d6)

VI. One eight-sided die (1d8)

VII. A deck of cards with jokers removed

VIII. Three kinds of tokens of any sort such as coins or beads

Printable tokens and maps are available at **beast.exeunt.press**.



THE NAME OF THE BEAST

Roll a d8 three times to learn the name of the Eleventh Beast.

Example: *Rolling 1-4-2 would be The Black Goat of Hodesdon or 3-3-3 would be The Moon Hag of Moorgate.*

	1. Black	1. Wolf		1. Westminster
	2. Marsh	2. Grim		2. Hogesdon
	3. Moon	3. Hag		3. Moorgate
	4. Blood	4. Goat		4. Lambton
The	5. Wild	5. Worm	*of*	5. Blackfriars
	6. Bone	6. Barghest		6. Sockburn
	7. Grave	7. Fiend		7. Southwark
	8. Spider	8. Banshee		8. Whitechapel





HOW TO PLAY

INITIAL GAME SETUP

Begin the first day of the game on May 13, 1746. Place your Inquisitor Token at All-Hallows-The-Great (✠). Have a Beast Token and Rumor Tokens ready. Record all investigations in your Notebook.

Each round begins with **I. The Beast Approaches**.

I. THE BEAST APPROACHES

1. Roll 1d8 and find that location number on the map.
2. If the location **has a Rumor Token**, place the Beast Token at that location (if not already on the map). The BEAST has arrived!
3. Otherwise, if the location **does not have a Rumor Token**, place one at that location.
4. If the BEAST is on the map, roll 1d6. If the result is 5 or 6, the BEAST moves one location closer to you.
5. If the BEAST is in the same location as you, a surprise HUNT is triggered! See **Hunting the Beast** (p. 12).

Locations may contain more than one rumor token, but each **Investigate** action only removes one (1) rumor token at a time.

Be cautious when in the same location as a rumor token. The BEAST can arrive in that location, and will immediately trigger a hunt. If you are unprepared, this can be deadly.

II. TAKE ACTIONS

Choose **any two (2) actions** from the following list. You may take the actions in any order, and may take the same action twice:

- **MOVE:** Move your **Inquisitor Token** to an adjacent location connected by a white line.

- **INVESTIGATE:** Remove **one (1) Rumor Token** from your location, and draw a card from the deck. Use the *Codex Inquisitorum* (p. 15) to add a detailed **Unverified Rumor** about the BEAST to your Notebook.

- **VERIFY:** When you are at All-Hallows-The-Great (✠), roll 1d6 for **each Unverified Rumor** in your Notebook. If the result is a 5 or 6, cross it out as a false rumor. Otherwise, mark it as a **Learned Secret**. Sketch pictures of Wards, Weapons, and the BEAST, based on what you have learned.

- **HUNT:** If you are in the same location as the BEAST you may perform a hunt. See **Hunting the Beast** (p. 12).

III. BEGIN THE NEXT DAY

Does the BEAST still live? The next day begins! Repeat the steps starting with **I. The Beast Approaches**. The game continues until either you or the BEAST are dead.

HUNTING THE BEAST

When you and the BEAST are in the same location:

1. Gain **one d6** for each **Ward (♠)** or **Weapon (♣) Learned Secret** (not rumor) in your notebook, up to a maximum of 5d6.
2. If you have no dice, take 1 Wound and skip to Step 4.
3. Roll the dice and use the **single lowest value** rolled: **1-2:** You have slain the beast; **3-4:** The beast survives, and you take 1 wound; **5-6:** The beast is unharmed, and you take 2 wounds.
4. For each new wound you receive, mark one **Wound Box (☠)** on the map. When all three (3) wound boxes are full, you have died and the game ends in defeat.
5. If you survive the Hunt, log the encounter in your notebook, and continue the game.

Hunts can be triggered in one of two ways, either (1) by being in the same location as the BEAST during **I. The Beast Approaches** or (2) by taking the Hunt action during **II. Take Actions**.

Unconfirmed rumors do not assist in the hunt. Be sure to verify them at All-Hallows before attempting a hunt.

Harm to the BEAST is not cumulative. You must slay the beast based on your single lowest value rolled in Step 3 above.


I
II
III
IV
V
VI
VII
VIII
THAMES
RIVER
ELEVENTH BEAST
I. The Royal Exchange
II. All-Hallows-The-Great (✠)
III. Billingsgate Dock
IV. London Bridge
V. St. Thomas' Hospital
VI. Coxes Wharf
VII. Marshalsea Prison
VIII. Burying Ground



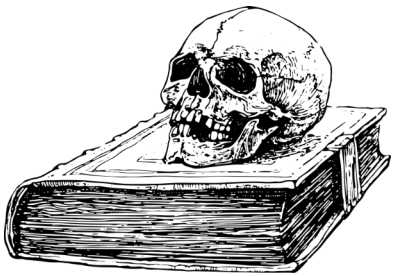
CODEX INQUISITORUM

When taking the **Investigate** action, use this guide to collect new unverified rumors. You will use one six-sided die (1d6) to determine the name of the person recounting the rumor, and a deck of cards to generate the details.

For each new rumor add the following to your notebook:

1. Location where the rumor was found
2. The person you interviewed
3. Card suit and rumor type
4. Details about **Appearance** (Hearts) or **Behavior** (Diamonds)
5. Description of any new **Wards** (Clubs) or **Weapons** (Spades)

Remember to mark it as an **Unverified Rumor** in your notes. These can be converted into **Learned Secrets** at All-Hallows using the **Verify** action during **II. Take Actions** (p. 11).



I. PERSON RECOUNTING THE RUMOR

Roll a d6 three times to generate a first name, surname, and method:

1. Agnes
2. Bartholomew
3. Catherine
4. William
5. Thomas
6. Isolde

1. Aldworth
2. Bentham
3. Clarke
4. Gibbes
5. Milward
6. Huxham

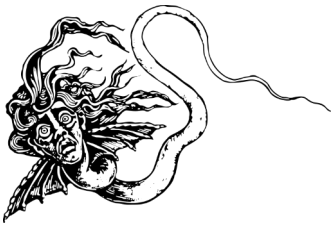
1. Witnessed it
2. Mysterious note
3. Read in a book
4. Found an artifact
5. Heard rumor
6. Had a dream

II. DETAILS OF THE RUMOR

Draw a card from the shuffled deck. Use the card's suit and value to add details about the BEAST to your notes:

♥ THE BEAST'S PHYSICAL APPEARANCE

2. Large, sparkling eyes
3. Body covered in thick fur
4. Grunting pig snout
5. Foul odor of rotting fish
6. Head like a goat
7. Massive antlers of a stag
8. Runs on all fours like a dog
9. Powerful, barbed tail
10. Giant bat wings
J. Long hands with sharp claws
Q. Tendrils that whip and lash
K. Jaws larger than a lion's
A. Feet with talons like an eagle



♦ THE BEAST'S BEHAVIOR

2. Stealthy
3. Blasphemous
4. Lycanthropic
5. Erratic
6. Howling
7. Nocturnal
8. Vicious
9. Furtive
10. Shapeshifting
J. Predatory
Q. Stalking
K. Hidden
A. Invisible

♠ WARDS & PROTECTIONS FROM THE BEAST

2. Rosemary & sage
3. Silver mirror
4. Bell made of lead
5. Black salt
6. String of acorns
7. Running water
8. Iron horseshoe
9. Golden amulet
10. Criminal's hand
J. Wolf bones
Q. Chalked circle
K. Glass witch ball
A. Relic of a saint

♣ WEAPONS & TACTICS AGAINST THE BEAST

2. Bladed
3. Cold iron
4. Lead shot
5. Piercing
6. View with mirror
7. Rowan tree wood
8. Douse with water
9. Fire
10. Bludgeoning
J. Snare trap
Q. Direct sunlight
K. Ancient sword
A. Loud clanging

The IMPRECATORY SOCIETY of SALOMON'S HOUSE INQUISITOR JOURNAL

Wednesday, May *16, 1746*

Began this third day at St. Thomas Hospital burying grounds, south of the hospital proper. Thankfully the Beast has not yet arrived, but it is surely to come soon.

Rumors of the Beast being spread by a certain Thomas Huxham. Huxham works at Coxes Warf, and so I traveled there.

He reported hearing a that the Beast, called The Black Goat, despises the sound of bells. In particular, a bell made of lead, while too soft for general usage, might act as a ward against its violence.

I plan to meet a merchant at the Royal Exchange to see if such a bell could be crafted, should this rumor be confirmed as truth. No reason exists to spend the funds of The Society on False rumors rather than Learned secrets.

The above is an example notebook entry for **Eleventh Beast**. On the third turn ("*Day 3, May 16, 1746*"), rolling 3d6 yields the name of person ("*Thomas Huxham*"). The card was the Four of Spades ("*Bell made of lead*"), which is a type of Ward. This is an Unverified Rumor until confirmed with the Verify action at All-Hallows-The-Great on a future turn.



EXTRAS & UPDATES

Thank you for checking out Eleventh Beast by Exeunt Press.

There is additional content available to download at **beast.exeunt.press**.

The optional extras include:

- **Stand-alone A5 printable map**
- **Printable tokens with art by Perplexing Ruins**
- **Example Inquisitor Notebook entry**
- **The Eleventh Beast Sonnet music & lyric video**
- **The Eleventh Beast release trailer video**

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HUMAN MADE

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