

Malleus Maleficarum

or the
Hammer of Witches

Being a Game of Role-Playing and Story-Telling
about the Evils of
WITCHES and *SPIRITS*

Including the Shocking Details of their Various and Diabolic Acts
in Service of the Fallen Angel, Satan: An Idolatry greatly advancing
Unspeakable and Diabolical Confederacies. Herein also given the
TRUE and *HONEST* Account of the Destruction of these most
Vile and Reprehensible Perpetrators of Immorality and Sin.

With an Account of the Village of Charmes, Duchy of Lorraine,
in which the Most Terrible Events of this Game unfold.

by *Kenji Baugham* Gent.

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America, 2005 the Year of Our Lord*

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Introduction

“Whether the Belief that there are such Beings as Witches is so Essential a Part of the Catholic Faith that Obstinacy to maintain the Opposite Opinion manifestly savours of Heresy.”

- Kramer, Heinrich, and Sprenger, James: *Malleus Maleficarum*

“Thou shalt not suffer a witch to live.”

- Exodus 22:18

Malleus Maleficarum is a game about how a small, rural, 16th century, European village unravels in an orgy of intrigue, fear, hatred, and fire during the height of the great witch hunts of the Inquisition. There is no magic and witches are not real; however, this is not reason enough to prevent the hunt, for the hunt is not about witches. The hunt is about envy. The hunt is about greed. The hunt is about those who are ruthless enough to orchestrate this destruction to further their dark designs with malicious precision.

In this game you take on the role one of these ruthless people and compete against the other players to determine who can furthest and most quickly advance their agenda.

Regarding the Witch



“A Witch is one that worketh by the Devill, or by some develish or curious art, either hurting or healing, revealing things secrete, or foretelling thinges to come, which the devil hath devised to entangle and snare mens soules withal unto damnation.”

- Gifford, George: A Discourse of the Subtill Practices of Deuilles by Witches and Sorcerers.

This game is not about modern day Wiccans or their spiritual precursors, and while this game draws upon many of the medieval myths of witches as users of dark magic, participants in an unholy sabbat, and signatories to satanic pacts, ultimately it is not overly concerned with these myths either. Furthermore, while religious persecution, patriarchal oppression, and the consolidation of political power can easily be elements incorporated into the fabric of the game in practice, the game as written is not about these things either. Indeed, the motives behind the majority of executions of witches were very local in origin, and the related sentences passed by local, civil, judges, rather than any church heirarchy or national political authority.

The witch is the universal other, the scapegoat, and the justification for that which has none. The idea of the witch is not a tool for any specific goal, no mechanism by which a certain power structure advances a malodorous agenda, but rather a tool of the more general sort used to attain any and all goals as fits the needs of the moment. This is the context in which the witch exists in this game, and claims of witchcraft will be used as leverage to pursue various sets of goals that have little or nothing to do with the actual concept of witchcraft itself.

CHARACTERISTICS OF THE WITCH ACCUSED

Following is a list of some of the traits, powers, habits, and abilities that were commonly attributed to witches at the time in which this game is situated.

The Deviant: Witches are spiteful, vengeful, lacking in the virtues of good neighborliness and community, and commit other crimes such as theft, murder, and vandalism to bring misfortune to those around them.

The Diabolical Pact: The devil appears before potential witches in times of weakness and makes false promises to them in exchange for their agreeing to a pact. Once this has occurred there is no redemption possible.

The Sabbat: Witches secretly congregate together in the dark of night for the purpose of engaging in sinful orgies, blasphemous rituals, and the planning of wicked conspiracy.

The Conspiracy: When witches are made to confess their sins, they are often successfully persuaded to reveal the identities of others who were at the sabbat with them.

The Supernatural: Witches have access to supernatural powers, including the power to move unseen, learn secrets, change shape, and bestow curses.

The 5th Column: There is a dangerous conspiracy of wealthy and powerful individuals who are witches and attend the sabbat together.

The Possessed: Mentally unstable individuals are possessed by demons.

The Ill-Born: Witchcraft runs in the blood, and those of the same family as a witch are often witches as well.

The Village of Charmes



The method of beginning an examination by torture is as follows:

First, the jailers prepare the implements of torture, then they strip the prisoner (if it be a woman, she has already been stripped by other women, upright and of good report). This stripping is lest some means of witchcraft may have been sewed into the clothing- such as often, taught by the Devil, they prepare from the bodies of unbaptized infants, [murdered] that they may forfeit salvation. And when the implements of torture have been prepared, the judge, both in person and through other good men zealous in the faith, tries to persuade the prisoner to confess the truth freely; but, if he will not confess, he bid attendants make the prisoner fast to the strappado or some other implement of torture. The attendants obey forthwith, yet with feigned agitation.

Then, at the prayer of some of those present, the prisoner is loosed again and is taken aside and once more persuaded to confess, being led to believe that he will in that case not be put to death.

Here it may be asked whether the judge, in the case of a prisoner much defamed, convicted both by witnesses and by proofs, nothing being lacking but his own confession, can properly lead him to hope that his life will be spared when, even if he confess his crime, he will be punished with death.

- Kramer, Heinrich, and Sprenger, James: *Malleus Maleficarum*

This game is set in Charmes, a small late 16th century village located in Lorraine, which at the time was an independent Duchy in the vicinity of what is now the eastern border of France. More specifically, however, it is not the true historical Charmes that the game takes place in. Rather, it is a fictionalized version of a village much like Charmes might have been. The minute historical details of the village of Charmes are not significant so much as the type of community in which the events of this game unfold. The participants in this game will create their own village of Charmes to fit the needs of the game.

Some historical background is given as an indicator of the general social and political climate of the region and to provide an historical perspective on Charmes, but this game is not about these larger movements of history. Rather, it is myopically focused on this small village, the concerns of those who live within it, and the events that happen within. For most of the people of Charmes, the

health of a milk cow is of more concern, day-to-day, than the continuance of the House of Lorraine, the War of Religion in France, and latest edict of the Pope in far off Rome. Only when these larger events somehow force themselves directly and intrusively into the daily goings-on of the village do they become relevant.

LIFE IN CHARMES

The village of Charmes is small. A cluster of stone buildings line narrow, twisting streets, with farmland radiating out from there. The few important people that call the village home live on estates anchored by picturesque chateaus. Being a small village, it then follows that nearly everyone in Charmes knows everyone else. This tightly knit social fabric means that everyone is very much interdependent and secrets are not easily kept. Various villagers might notice when another given villager does not show up for Church on Sunday, and any unfortunate incident is likely to result in numerous pet theories on who is responsible.

Most of life in Charmes revolves around either the church or the tavern, and social events such as weddings, wakes, and the occasional faire are central to the vitality of the community. The tavern is considered somewhat of a threat by the church, as it competes with the church for the role of social center of the village, offering games, food, drink, and even an alternative location to hold special events such as weddings and wakes. While some limited economic exchange occurs in Charmes, most durable goods must be acquired at the nearest market town, requiring an entire day for the round trip and shopping time.

Travel and relocation between villages is not common. People born in Charmes for the most part expect to live the rest of their lives there. Truly, for the villagers of Charmes, this small village is the entire world, and their every action is carried with them for the rest of their lives.

THE DUCHY OF LORRAINE

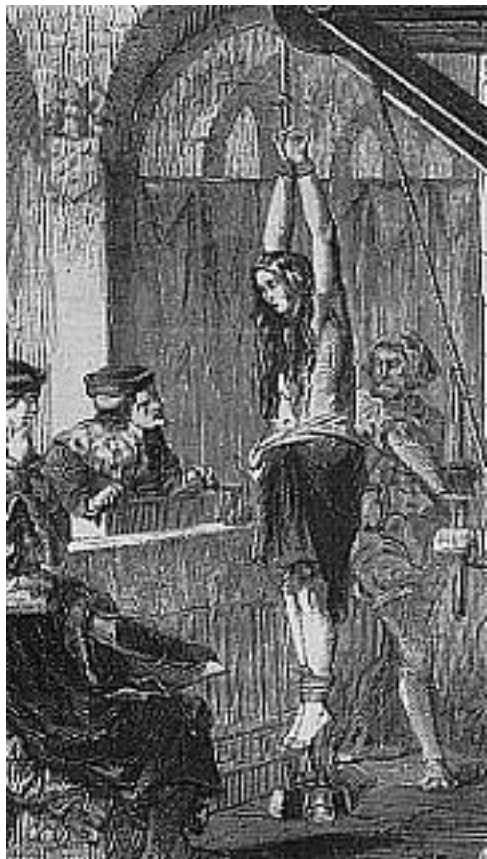
Lorraine is an independent duchy that was first formed when the Carolingian empire divided into three parts in 843. It has since gone through many disputes for autonomy with both France and Germany. The inhabitants of Lorraine are, for the most part, culturally Germanic despite repeated attempts to introduce French language and culture.

At this time, neighboring France is embroiled in the Wars of Religion. The protestant Huguenots have risen up against the catholic hierarchy of France and civil war has erupted. While Lorraine is strongly catholic and not at risk of an uprising, it's ruling house is closely intertwined with the war in France.

The current Duke of Lorraine is Charles II. He is married to Claudia of Valois, who is the daughter of the recently deceased king of France, Henry II, brother to the current king, Charles IX, and daughter also of Catherine de Medici, who is serving as regent for Charles IX. The House of Guise is a cadet house residing in France that was recently spun off from the House of Lorraine. It is the House of Guise that has been and will continue to be one of the primary catholic agents opposed to the Huguenots, often using violent means to suppress them. The Cardinal of Lorraine also plays a very active role in the war in France, having a large amount of influence over the throne of France.

This brief backdrop of social and religious upheaval provides a general impression of the larger currents that could potentially effect life in Charmes. While not directly engaged in a religious war, a large amount of tension was nevertheless present.

Principles of Play



“For several months great disorders have slipped into numerous parishes of my diocesis near the frontier over certain individuals who are made out to be witches; they are maltreated, driven out, or physically attacked; they are burned, while it has become customary to take the suspects and throw them in the water, then if they float it is enough to make them witches. This is such a great abuse that up to thirty or forty are found in a single parish being falsely accused in this manner; I say falsely because some have come before me to be confessed and take communion who are completely innocent, and those who desire to avenge their passions or to seize the goods of their neighbours with impunity use this pretext . . . these disorders multiply every day because the petty local judges condemn people to death on simple conjectures, with no other form of trial or attempt to consider the evidence.”

- Mousnier, R.: Letters et mémoires adressées au chancelier Séguier

MATERIALS OF PLAY

This game requires the following various materials and personae to play: Four to six players; a large sheet of paper (such as butcher paper or a large sketch pad), dry erase board, chalk board, or similar sufficiently large drawing surface; a standard sized sheet of paper for each player; small scraps of paper suitable for the passing of secret messages of all types and dispositions; various and sundry writing implements as deemed necessary and appropriate; three six sided dice of the typical sort used in all manner of games; and a deck of cards created as per the instructions detailed in the appendix of this book

THE ROLE OF THE PLAYERS

In this game one of the players takes on the role of Prévôt, a term which during the period represented the local administrator, law enforcement officer, and judicial body, of Charmes. The Prévôt's duties in the game will be similar to the historical duties of the Prévôt. He will administer and enforce the rules of the game that will ultimately lead to the judgment and condemnation of those successfully accused of witchcraft. The Prévôt has an additional duty as well. He will act the

part of all the villagers not controlled by other players in keeping with the facts and relationships already established about them. The Prévôt does not compete to win the game as do the other players, but rather he adjudicates impartially between them while they compete to win.

Every other player will take direct control of a villager living in Charmes. This villager will be the primary conduit they use to manipulate the other villagers in Charmes. Additionally, it is by accomplishing of the goals of this villager that a player can win the game. In addition to this villager, each player will also secretly have a strong influence over one other villager in Charmes, who is called the secret companion. The Prévôt acts out the part of the companion, but the player who influences this companion can provide directions that the Prévôt must follow. Finally, on their turn each player will have the ability to directly change facts and relationships about all of the other villagers living in Charmes.

Hereafter in this text the player with the role of Prévôt shall be referred to as the Prévôt while all other players will be referred to (exclusively) as the players.

VILLAGER TRAITS

All villagers in Charmes are associated with the following traits:

- **Social Standing:** Social standing represents both the villager's reputation in Charmes as well as his ability to influence other villagers for good or ill.
- **Background Facts:** These are established facts about the villager, his possessions, prior deeds, current activities, and other similar types of information.
- **Relationships:** Relationships represent the view one villager holds of another villager and are one of two natures, being that of the "enemy" and that of the "ally." Relationships effect whether or not a player may expect support from various villagers in a given conflict.

In addition, each villager directly controlled by a player has an additional trait:

- **Personal Gain:** Personal gain is a measure of how many of his goals the villager has attained through the course of the game. It is through personal gain that a player may win the game.

PLAYER RESOURCES

Each player personally maintains the following traits on their personal ledger and may drawn upon them during the course of play:

- **Companion:** Here is recorded the player's secret companion. The player may order this secret companion to perform various actions in the village.

- Secret: This is a dark secret which, unearthed, would do great harm to the villager that the player controls should it be revealed.
- Envy: The envy is something that another villager has that the player's villager desperately wants. The envy can only be obtained if the other villager is executed as a witch.
- Vendetta: The vendetta is a searing hatred toward another villager. The reason for this hatred is described in addition to the name of the villager. As the target of the vendetta is hurt, so the owner of the vendetta benefits.

~ Strategic Tip ~

These assorted player resources are to be kept secret by the player to the best of their ability for fear that, should they be revealed to another player, that player would be able and willing to exert undue influence over them and obstruct the pursuit of their agenda. Similarly, it will undoubtedly be the goal of any astute player intent on winning the game to ascertain these traits as recorded by various other players so that said astute player might undermine his competition and as a result ultimately emerge victorious as a result at the conclusion of the game.

THE GENERAL FACT LEDGER

The general fact ledger is a list of facts not tied to any particular villager. The Prévôt is responsible for its upkeep as, through the course of play, various players establish or change the assorted facts that it contains.

THE VILLAGE MAP

The village map is a record of all of the villagers and the connections between them. It is the manner in which relationships and facts are kept track of as well as a resource for players to observe in the formulation of strategy. The Prévôt updates the map during play whenever a player successfully eliminates any of the villagers or otherwise changes the facts and/or relationships pertaining thereto.

The village map consists of circles, each representing one villager in Charmes. Inside each circle is the name of the villager, the villager's social standing score, and a list of the facts pertaining to the villager. Connecting the circles are arrows representing relationships. An arrow points from the villager who owns the relationship toward the villager who is the target of the relationship and the nature of the relationship is written next to the arrow. So an arrow indicating an "enemy" relationship points from one villager toward their enemy and has "enemy" written next to it. An arrow pointing in both directions indicates a mutual relationship.

Beginning Play



“Wherefore We, as is Our duty, being wholly desirous of removing all hindrances and obstacles by which the good work of the Inquisitors may be let and tarded, as also of applying potent remedies to prevent the disease of heresy and other turpitudes diffusing their poison to the destruction of many innocent souls, since Our zeal for the Faith especially incites us, lest that the provinces, townships, dioceses, districts, and territories of Germany, which We had specified, be deprived of the benefits of the Holy Office thereto assigned, by the tenor of these presents in virtue of Our Apostolic authority We decree and enjoin that the aforesaid Inquisitors be empowered to proceed to the just correction, imprisonment, and punishment of any persons, without let or hindrance, in every way as if the provinces, townships, dioceses, districts, territories, yea, even the persons and their crimes in this kind were named and particularly designated in Our letters.”

- Innocent VIII: BULL Summis desiderantes, Dec. 5th, 1484



very game of *Malleus Maleficarum* consists of three phases: The beginning phase, the game proper, and winning the game. In the beginning phase, the Prévôt and players work together to create the various inhabitants of the village of Charmes, various facts about them, and their relationships with one another.

SEQUENCE OF EVENTS

1. Establish who is the Prévôt and who are the players.
2. The Prévôt announces the event that will trigger the witch-hunt. The event must be such that it has the potential to impact a majority of the inhabitants of Charmes in a dramatically negative manner. Some example events would be crop failure, a sudden and rather large hike in taxes, or the bubonic plague appearing in the town. The Prévôt writes this on the general fact ledger as the first fact of the game.
3. The Prévôt creates the first villager on the village map by giving him a name and recording three facts about him.
4. Rotating clockwise from the Prévôt, the Prévôt and all players take turns either creating a new villager with three facts and a relationship to an existing villager on the map, or adding a

new fact and a new relationship (mutual if desired) to an already existing villager. Any participant may opt to pass at any time. All villagers start with 10 social standing.

5. Once there are a number of villagers on the map equivalent to at least three times the number of participants and all participants have consecutively passed their turn, turns continue with each player choosing one villager each on the map to control.
6. Each player creates and records their secret, envy, and vendetta on their private sheet of paper. These traits should be relayed to the Prévôt, but should not be shared with other players.
7. Each player selects a secret companion from the village map and relays this choice to the Prévôt (but not to other players). If more than one player chooses the same secret companion, the Prévôt should instruct them both to choose a new companion.
8. Turns of the game proper begin, starting with the player who was last to choose a villager and continuing in the opposite order in which villagers were selected.

~ Strategic Tip ~

The beginning phase of the game is more than just game setup. As it is during this phase of the game that the various relationships of the village are built and each villager is assigned a role within the village, a player who is not careful might find himself at a significant strategic disadvantage before the game proper even begins. He might have few allies, many enemies, and the facts of the game could be arrayed against him. A wise player will begin his strategic position during the beginning phase of the game and end up well positioned for the game to come.

The Game Proper



“Howbeit, it is naturall to unnaturall people, and peculiar unto witchmongers, to pursue the poore, to accuse the simple, and to kill the innocent; suppling in rigor and malice towards others, that which they themselves want in prooffe and discretion, or the other in offense or occasion.”

- Scot, Reginald: The Discoverie of Witchcraft



ame play in *Malleus Maleficarum* consists of a series of rounds repeating until one of the players wins the game. Each round consists of each player at the table taking a turn in the order established when the game was begun. After all players have taken their turn, the secret action phase of the round is initiated and executed. After the secret action phase, rewards and punishment are meted out, then the round is over and a new one begins.

ESTABLISHING THE CONFLICT

A player's first task during his turn is to declare a conflict and the action he will use to support it. This action must be accompanied by a narrative explanation of how the villager that the player controls will attempt to accomplish it. Each player gets to establish one conflict per turn. The following actions are possible:

Relationship Change: If the player is successful in this conflict, a relationship may be changed from ally to enemy, enemy to ally, or a relationship of either sort may be created or removed.

Accusation: If the player is successful in this conflict, the target will lose social standing. The amount of social standing lost is equivalent to the amount by which the accusing player's total score during his roll exceeded the target number. If their social standing is reduced to zero, they will be tried and executed as a witch.

Reveal a Secret: A player who knows another player's secret may reveal it so as to cause damage to their target. This action functions like an accusation, but the opposition may not under any circumstances roll the customary 3d6 in defense. Once a player's secret has been revealed, that player may no longer be targetted by this action.

Introduce, Modify, or Remove Facts: If the player is successful in this conflict, up to three facts can be introduced, modified, or removed. The facts can relate to a specific villager, be from the general fact ledger, or any combination thereof.

Bolster Social Standing: If the player is successful in this conflict, the target will gain social standing. The amount of social standing gained is equivalent to the amount by which the bolstering player's total score during his roll exceeded the target number.

FRAMING THE SCENE

The player's next task during his turn is to set up a scene. He determines the location and the villagers present at the scene. The player may also decide to continue the scene already in play, or return to a previous scene if it is chronologically feasible to do so. In this case, the player is also free to add or remove villagers from the scene provided he gives a suitable explanation for any such changes.

During the course of the scene, other players may choose to have the villager they control join the scene at any time in the manner of their choosing, but if they do so unbidden by the player whose turn it is they forfeit their next turn, whether it be this round or the next. Once a player has forfeited their next turn in this manner, they cannot join another subsequent scene until their forfeited turn has already passed.

RESOLVING THE CONFLICT

The players who control a villager present and the Prévôt work together to act out the scene according to the conflict presented. When the Prévôt feels that the declared action has been sufficiently initiated, he will initiate resolution. This requires first that the Prévôt calculate the total bonus that the player has in his attempt as well as the total bonus opposing him.

The player's total bonus is calculated as follows:

- The social standing of the villager that the player directly controls.
- For all villagers present with a relationship that supports the action, sum their social standing scores and divide the total by three. The player's bonus is augmented by this amount. The following are examples of the types of relationships that apply: The enemy of the target of an accusation, the ally of the target of a bolstering of reputation, an enemy of the target whose relationship with another villager is being changed to that of an enemy, etc.
- Plus 1 for each fact that supports the action. The fact can come from any of the villagers (possibly even if not present), the general fact ledger, or from the characteristics of witches accused on page 3 as applicable.

The opposing total bonus is calculated as follows:

- The social standing of the target of the action.
- For all villagers present with a relationship that opposes the action, sum their social standing scores and divide the total by three. The opposing bonus is augmented by this amount. The following are examples of the types of relationships that apply: The ally of the target of an accusation, the enemy of the target of a bolstering of reputation, an ally of a target whose relationship with another villager is being changed to that of an enemy, etc.
- Plus 1 for each fact that opposes the action. The fact can come from any of the villagers (possibly even if not present), the general fact ledger, or from the characteristics of witches accused on pp. 2-3 as applicable.

If the villager controlled by any other player is present in the scene at any time, this player may also affect the outcome of the conflict. Either before or after the player whose turn it is rolls the dice, this player may take sides in the conflict. In doing so, the player may grant a bonus of one-third of his social standing to the total bonus of whichever side of the conflict he supports.

All bonuses must be reflected in the narration of the scene, and any that are not thus reflected should not be included in the total bonus. In all cases, the Prévôt is the ultimate arbiter of whether or not any given bonus has been adequately justified through the course of play.

At this point, all players are offered the opportunity to introduce a secret action to change the conflict. The Prévôt announces that it is time for secret actions. All players must submit to the Prévôt a piece of paper on which they have written either the secret action they wish to commit or, if not taking any action, a paper with at minimum the words "No Secret Action" written on it. All characters must deliver some manner of message to the Prévôt and may also deliver secret notes to other players as desired. This secret action could entail such activities as ordering a secret companion present at the scene, playing one or more cards, conspiring with other players by passing notes to them, etc.

After the effects of any secret actions have been played out through narration, the player must roll three six sided dice and add his bonus to beat a target number. If no players are opposing the action, the target number of the conflict is 9 plus the total opposing bonus. If one or more players are opposing the action, the opposing player with the highest social standing rolls 3d6 and adds this to the total opposing bonus to determine the target number. If his total score is higher than the target number he wins the conflict. Otherwise he loses.

The loser of the conflict describes the outcome of the conflict in accordance with the results of the conflict, which is then acted out by all players with a villager present and the Prévôt.

THE SECRET ACTION PHASE

The secret action phase begins with all characters submitting to the Prévôt a piece of paper on which they have written either the secret action they wish to commit or, if not taking any action, a paper with at minimum the words “No Secret Action” written on it. All characters must deliver some manner of message to the Prévôt and may also deliver secret notes to other players as desired. The secret action could entail such activities as ordering a secret companion to initiate an action, playing one or more cards, conspiring with other players by passing notes to them, etc. It is also during the secret action phase that a player selects a new envy and/or vendetta if the previous one has been fulfilled.

Once all players have finished passing notes the Prévôt describes the results of all actions. If a secret companion has initiated an action during this phase, players have an opportunity to join the scene that results via the mechanism presented in “Resolving the Conflict.” If no players have their villager present at the scene, the Prévôt simply describes the outcome and applies the results without acting it act via narration. If a player’s villager is present, however, the scene is handled in the same manner described in “Resolving the Conflict” including a narration of events.

~ Strategic Tip ~

A player intent on keeping his various resources secret and benefiting indirectly from the actions of other players will do well to pay close attention to the manner in which he passes secret notes, discards of cards secretly played, commands his secret companion, and all other activities of a clandestine nature. A critical part of this game is a psychological battle between players that could ultimately decide victory in the game. Bluffing, feinting, deception, intimidation, blackmail, conspiracy, treachery, and other various techniques are all quite valid and, indeed, enthusiastically encouraged.

PUNISHMENT AND REWARD

If a villager’s social standing is reduced to zero, the Prévôt sentences that villager for execution as a witch. The execution occurs at the end of the round unless prevented before that time via a player playing the bribery card. Players, however, are invincible. They are never sentenced for witchcraft and may continue to play as normal even if their social standing drops to zero, thus having the opportunity to rehabilitate their weak state. Social standing can never drop below zero.

There are two times when rewards are given out in *Malleus Maleficarum*: At the end of a turn, and at the end of a round.

Rewards at the End of a Turn: For each conflict for which the villager was on the winning side (secret actions do not count, only augmentation of the bonus), their social status increases by one. For each conflict for which the villager was on the losing side (once again secret actions do not count), their social status decreases by one.

Rewards at the End of a Round: At the end of each round, players are rewarded for the successful pursuit of vendettas and envies. If the villager against whom the player has a vendetta lost social standing during the preceding round, the player receives one point of personal gain for each three points of social standing lost by the target of the vendetta. If the villager against whom the player has a vendetta was executed as a witch, the player gains three points of social standing. If the villager against whom the player has an envy was executed as a witch, the player gains six points of social standing.

PLAYING CARDS

At the beginning of every round, each player draws enough cards so that they are holding 2. They may use any card they hold at the time and in the manner specified on the particular card. At the end of their turn they may discard any number of cards that they are holding, if desired, and draw new cards to replace them at the beginning of the next turn. When the deck has been exhausted there are no cards left to draw, all cards already used and discarded should be reshuffled and reused.

When playing a card secretly, a player may pass a note to the Prévôt in lieu of the card itself, and hold the card in their hand until the optional discard at the end of the round if desired. When doing so they may not, however, use the card again during that time, and they must dispose of all cards used secretly at that time. This allows a character to discretely use a card in such a manner that other players are unaware.



Winning the Game

“Because your Maiestie hath heretofore most religiously and learnedly written of this Argument, and hath concluded, That Witches are the generation of Vipers, and the seede of the wicked Serpent: whose head you have also bruised, both by divine lawe, and by Act of Parliament. Wherefore seeing this straunger is not onely a professed foe to all these damned artes, and diabolicall illusions of Witches, Sorcerers, and Coniurers, and to all their fauourers and adherents: but like a stoute and most worthie Champion, hath also overthrowne all their forces, and troden their defences vnder foote.”

- Loyer, Pierre le: A treatise of specters or straunge sights, visions and apparitions appearing sensibly vnto men

Once a player has amassed 18 points of personal gain, the game is considered over and that player is crowned victorious. The frenzy has subsided and the witch-hunt in Charmes has come to an end. The victor is due all according rights and privileges, including but not limited to the right to brag and boast, mock and spurn, and generally revel in his superior skill at the game of Malleus Maleficarum. In return, those players whom have lost the game, too, are due their respective rights and privileges, such as contemplating with horror the cruelty and depravity with which the victor attained his most ghoulish title.

Appendix J – Cards used in the Course of Play



ontained in this appendix is a complete list of the cards used for the deck required for play as well as instructions for the construction and assembly thereof.

CREATING THE CARDS

In order to create the deck of cards needed for play, cut out from cardstock or similar suitable material 55 like-shaped and like-sized cards. Write on each the text presented below on one side. Create the following numbers of each card:

Blackmail: 6 cards

Bribery: 2 cards

Eavesdropping: 1 card

If I Can't Have It, Nobody Can: 4 cards

Interloper: 6 cards

Intimidation: 4 cards

Malevolent Gossip: 6 cards

Planted Evidence: 6 cards

Sharp Intuition: 4 cards

Shifting the Blame: 2 cards

Temporary Masochistic Satiation: 4 cards

Treachery: 4 cards

Whispering Campaign: 6 cards

A COMPLETE LIST OF CARDS FOR PLAY

Blackmail

When: This card may be played during the secret action phase.

Effect: Choose any villager not controlled directly by another player and command that villager to commit any one action as if he is your secret companion.

Bribery

When: When a villager's social standing is reduced to zero and he is thus sentenced to death, you may play this card at any point following before the end of the turn.

Effect: The Prévôt finds the defendant innocent of witchcraft. The villager is thus partially restored in the eyes of all villagers, granting him a social standing of 10.

Eavesdropping

When: This card may be played at any time

Effect: The secret of the chosen player is revealed to you.

If I Can't Have It, Nobody Can

When: This card may be played at any time as long as the object of your envy is not a villager.

Effect: The object of your envy is destroyed. Choose a new envy to replace it but do not get any personal gain.

Interloper

When: This card may be played at any time during a conflict on another player's turn.

Effect: The player selects any villager. This villager joins the current scene and may contribute all relevant modifiers to the resolution of the current conflict. If the villager selected is directly controlled by a player, then that player does not lose his next turn as he normally would during scene framing.

Intimidation

When: This card may be played immediately before or during the course of any conflict.

Effect: Prevent any one player from intervening in the current conflict. Actions of the villager that the target player controls, the use of cards, command given the secret companion, and all similar activities are thus effected. The player thus prevented is also prohibited through bribery or any other means from preventing any subsequent execution that may result directly from the conflict.

Malevolent Gossip

When: This card may be played immediately after any successful accusation, and cannot be done secretly.

Effect: The villager thus targetted suffers double the expected loss in social standing as a result of the accusation instead of the normal amount.

Planted Evidence

When: This card may be played at any time against a villager with no more than 6 social standing

Effect: The villager's social standing is reduced to 0.

Sharp Intuition

When: This card may be played at any time

Effect: Both the envy and vendetta of the chosen player are revealed to you.

Shifting the Blame

When: This card may be played immediately after any successful accusation, and cannot be done secretly.

Effect: Choose any another villager. The effects of the accusation are applied to this villager instead of the one who was accused.

Temporary Sadistic Satiation

When: This card may be played at any time

Effect: Your vendetta against a villager subsides. Choose a new vendetta to replace your current one but do not gain any points of personal gain.

Treachery

When: This card may be played at any time

Effect: Change any one relationship on the village map from ally to enemy. This change affects the current conflict as well as any conflicts initiated later.

Whispering Campaign

When: This card may be played at any time.

Effect: When played, the target of the whispering campaign suffers an immediate loss of 3 social standing.