Abomination™

THE HEIR OF FRANKENSTEIN

RULEBOOK

Prologue

Twenty years have passed since the scientist Victor Frankenstein met his end in pursuit of the Creature he had made himself, an abomination crafted from the desecrated parts of a multitude of corpses, both human and animal.

Twenty years since Captain Robert Walton broke his vow to hunt down the Creature and remove its foulness from the world.

The year is now 1819, and a sinister darkness has descended upon the city of Paris. A mysterious benefactor, one with off-putting coloration and an array of ghastly scars, has created a competition to determine which studious soul can unlock the secrets of Frankenstein's research. The prize? Unlocking the very mystery of mortality. For this secret patron, however, the real prize is of a more personal nature. It wants what its own creator dared not provide: a companion as reviled and abominable as itself, to forever end its miserable solitude.

The participants in this contest are some of the greatest minds from around the globe—though alas, not all are happy to be taking part. Some are victims of blackmail; others face mortal imperilment or worse. And then there are those unclean souls who are delighted to join in this gruesome business, unafraid to build a viable living person from the mouldering remains of dead flesh.

But a certain ship's captain has arrived in Paris, as well. Much older now, Robert Walton has gained a willful determination to finally eradicate a great evil from the world, along with any who would oppose his efforts.

Objective of the Game

"THE HOUR OF MY IRRESOLUTION IS PAST, AND THE PERIOD OF YOUR POWER IS ARRIVED. YOUR THREATS CANNOT MOVE ME TO DO AN ACT OF WICKEDNESS; BUT THEY CONFIRM ME IN A DETERMINATION OF NOT CREATING YOU A COMPANION IN VICE. SHALL I, IN COOL BLOOD, SET LOOSE UPON THE EARTH A DAEMON WHOSE DELIGHT IS IN DEATH AND WRETCHEDNESS? BEGONE! I AM FIRM, AND YOUR WORDS WILL ONLY EXASPERATE MY RAGE." — *MARY SHELLEY, FRANKENSTEIN*

Abomination brings to life the world of Mary Shelley's immortal *Frankenstein*. Set in Paris, the game takes place twenty years after the events of the novel. You are one of several esteemed scientists invited to dabble in the immoral world of monster building, to continue the dark work abandoned by Victor Frankenstein.

Through strategic worker placement and careful management of resources, you'll gather raw materials from the cemeteries and morgues around the city, conduct valuable research at the Academy of Science, hire less-than-reputable associates, and toil away in your lab—all in an effort to assemble a new form of life and infuse it with a "spark of being."

Do well, and the Creature may reward you during one of his surprise visits. Do poorly, and you may come to regret not putting forth more effort!

Once a player succeeds in bringing their creation to life, or after 12 rounds have elapsed, the game ends and the player with the most victory points fulfills Frankenstein's dark legacy, for good or ill...

Components

- 1 Paris Board
- 1 Event Board
- 4 Laboratory Boards
- 8 Shock Dice
- 4 Anatomy Cards
- 6 Character Cards
- 15 Encounter Cards
- 19 Event Cards
- 16 Humanity Cards
- 16 Research Cards
- 16 Scoundrel Cards
- 52 Cadaver Cards
- 1 Captain Meeple
- 1 First Player Creature Meeple
- 16 Scientist Meeples
- 12 Assistant Meeples
- 42 Francs
- 4 Ice Block Tokens
- 16 Leyden Jar Tokens
- 170 Material Cubes
- 30 Monster Body Part Tokens
- 28 Damage Markers
- 4 Player Score Markers
- 6 Bonus Objective Markers
- 1 Bribe and Bump Track
- 4 Event Markers
- 12 Police Markers
- 4 Player Reference Cards
- 24 Alive Markers
- 12 Plastic Connector Sets

LABORATORY BOARD

1. Decomposition Track
2. Bone Space
3. Ice Block Slot
4. Leyden Jar Slots
5. Preservation Space
6. Location Spaces
7. Operating Table
8. Attribute Dials

ANATOMY CARD

1. Part Type
2. Expertise Required
3. Materials Required
4. Victory Points (based on decomp stage of materials used)
5. Expertise Bonus
6. Animal Parts Deduction
7. Alive Points

EVENT CARDS

1. Card Name
2. Type
3. Round Guide
4. Story Text
5. Effect Text

ENCOUNTER CARDS

1. Type
2. Round Guide
3. Trigger and Target
4. Story Text
5. Effect Text

OTHER COMPONENTS

Cadaver Card

Humanity Card

Research Card

Scoundrel Card

Character Card

Shock Dice (2 blue, 6 gray)

Francs

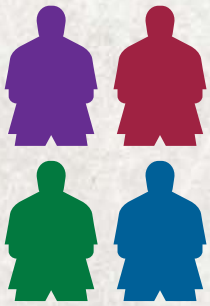
Alive Marker

Damage Marker

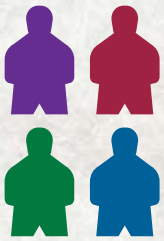
Material Cubes

First Player Creature Meeple

Captain Meeple



Scientist Meeples



Assistant Meeples

Leyden Jars

Police Marker

Ice Block

Bump Track

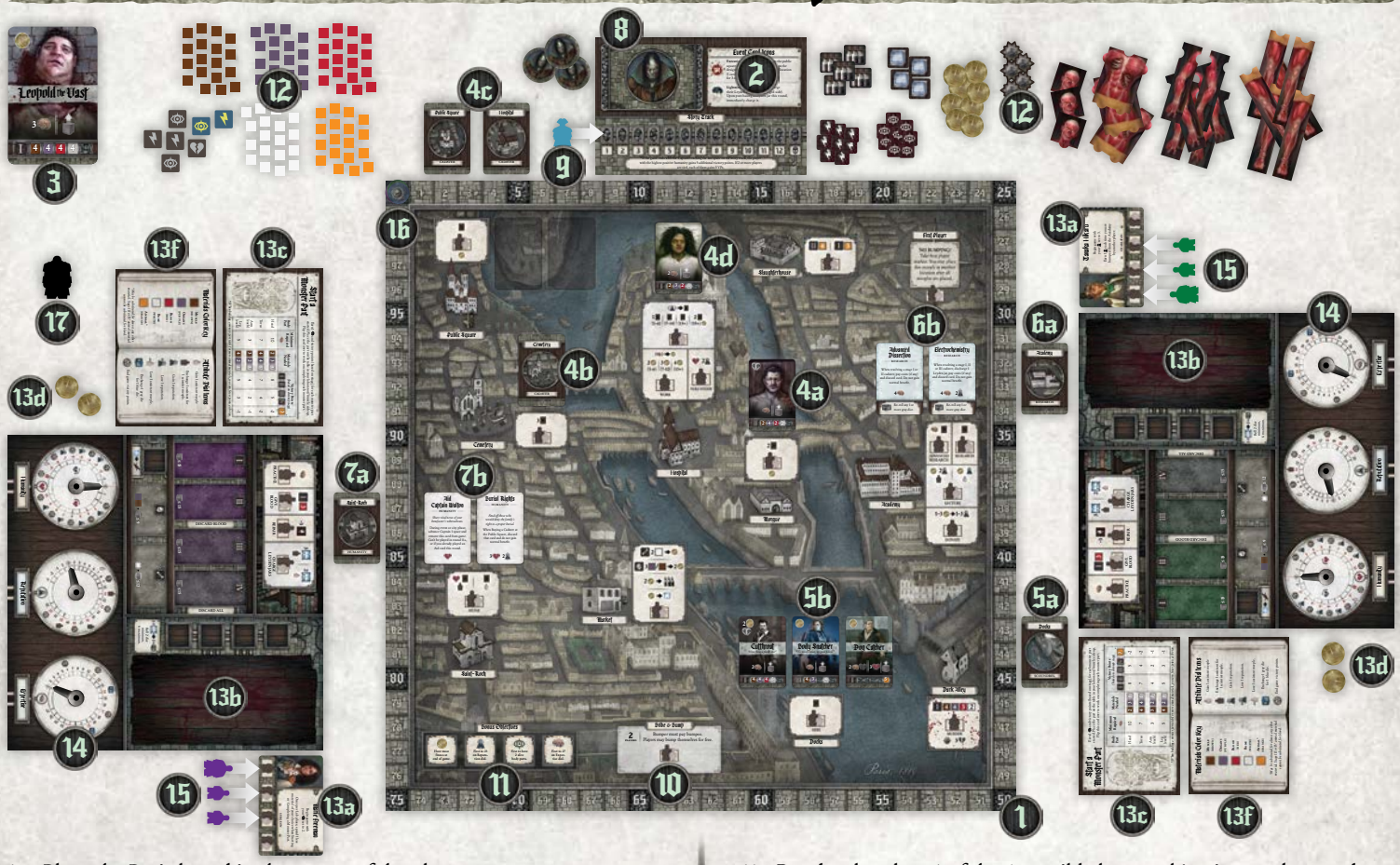
Player Score Markers

Monster Part Tokens

Bonus Objective Markers

Event Marker

Game Setup



1. Place the Paris board in the center of the play area.
2. Place the event board above the Paris board.
3. Set the Leopold the Vast public square cadaver card to the side.
4. Sort and shuffle all the other cadaver cards by type creating 4 cadaver decks (Cemetery, Morgue, Hospital and Public Square).
   - 4a: Place the morgue deck face up on the Morgue location.
   - 4b: Place the cemetery deck face down on the Cemetery location.
   - 4c: Place all other decks face down off the board.
   - 4d: Draw a number of cards from the hospital deck equal to the number of players and create a face up stack of those cards at the Hospital location.
5. Shuffle the scoundrel cards and create a scoundrel deck off the right side of the board near the Docks location (5a). Deal 3 scoundrel cards face up to the designated slots above the Docks (5b).
6. Shuffle the research cards and create a research deck off the right side of the board near the Academy location (6a). Deal 2 research cards face up to the designated slots above the Academy (6b).
7. Shuffle the humanity cards and create a humanity deck off the left side of the board near the Saint-Roch location (7a). Deal 2 humanity cards face up to the designated slots above Saint-Roch (7b).
8. Collect 6 random event cards and 4 random encounter cards and shuffle them together to form an event deck. Then, collect 2 additional random event cards and add them to the top of the event deck. Cover the event deck with the event cover card (shown here) and place on the event board. Place the Event markers nearby.

9. Set the Captain meeple on the first space of the story track.
10. Place the appropriate Bribe & Bump track on the Paris board, depending on your player count. (The default track printed on the board is for 4 players.)
11. Randomly select 4 of the 6 possible bonus objective markers and place them face up on the Paris board. Return the remaining 2 to the box.
12. Sort the following components and create a supply of each within reach of all players:
    - Leyden jars
    - Ice blocks
    - Francs
    - Materials (sorted into their 5 colors)
    - Shock dice
    - Damage Markers
    - Alive Markers
    - Monster Part Tokens (sorted into heads, torsos, arms and legs)
    - Police Markers
13. Give the following to each player:
    - 13a: 1 random character card
      Note: For your first few 2-player games, we suggest not using Prisha Chatwal or Baptiste Rousseau.
    - 13b: 1 laboratory board (with attribute dials assembled as shown on the back of this rulebook)
    - 13c: 1 anatomy card
    - 13d: Francs equal to the number of players (e.g. if playing with 4 players, each player gets 4 francs)
    - 13e: 4 scientist meeples, 3 assistant meeples, and player score marker, all matching the laboratory board color.
    - 13f: 1 player reference card
14. Each player sets the attribute dials on their laboratory to 0 for Humanity, and 1 for Reputation and Expertise.
15. Each player sets 1 scientist and 2 assistants on the designated slots on their character card. The remaining meeples are set aside for now.
16. Each player sets their score marker on the 0 space of the score track.
17. Randomly determine who will be First Player and give them the first player creature meeple.

Round Order

Abomination is played across multiple rounds. Each round is composed of 4 phases that must be resolved in order.

1. **Event Phase**
   Draw and resolve 1 card from the event deck.
2. **City Phase**
   Take turns placing your meeples in Paris or your lab.
3. **Lab Phase**
   Work simultaneously in your labs to construct your monster.
4. **Reset Phase**
   Reset board and prepare for the next round.

1. EVENT PHASE

First Player (the player who has the creature meeple) draws the top card of the event deck and locates the side of the card that corresponds with the current round. If the card is an event card, First Player reads it aloud and puts it into play. Some events have an immediate effect, and most change the rules in some way for the current round. You may place event markers at affected locations to remind players that there is a rules change.

If the card is an encounter card with a trigger of "Now," read it aloud to the indicated target player. If the card is an encounter with a location trigger, hold onto the card, keeping its location trigger secret. When any player other than the card holder places a meeple at that location, announce there is an encounter and read the appropriate entry to that player before they pay any costs or resolve any effects. Location encounters are held onto for the duration of the game, and get discarded only after being triggered. **Note:** If the card holder forgets to announce the encounter card during the trigger, the encounter card must be discarded without resolving it.

When First Player chooses the target of an encounter, they can choose any player, including themselves. If there is a target condition that more than one player meets, First Player chooses the target from among those players. When the target is First Player, choose any other player to read.

When an event or encounter card directs you to go to an entry, it is referring to the numbered entries starting on page 10 of this rulebook.

There are 2 additional event effects that are indicated by icons:

Execution: Draw 1 or 2 cards from the public square deck and place them face up on the designated slots at the Public Square location (1 card for 2 players, and 2 cards for 3 or 4 players).

Lightning Storm: All players charge their Leyden jars (flip to charged side). Upon purchasing a Leyden jar this round, immediately charge it.

2. CITY PHASE

Starting with First Player and proceeding clockwise, players will take turns placing meeples until all players have placed all of their meeples or have been forced to pass.

On a player's turn they must remove 1 meeple from their character card and place it on a location space on the Paris board or on their laboratory board, then resolve that space's effect. If a player has no meeples remaining on their character card when it becomes their turn or if there are no valid spaces to play, that player passes their turn.

Placement Restrictions

Only a scientist meeple can be placed on this space.

A player must pay this many francs (returning them to the supply) to place a meeple on this space.

Bump Track

4 PLAYER BUMP TRACK

If another meeple is on a space, a player must bump that meeple before placing their own meeple on that space. To bump a meeple, move it to the first available space of the bump track and pay the cost of that space by giving that many of your francs to the owner of the bumped meeple. If the bump track is already full, the meeple cannot be bumped and you cannot place your meeple on the occupied space.

Note: You can bump your own meeples for 0 francs, but only if there is space on the bump track.

Location Space Effect

Locations use symbols to denote their effects. Each location effect is further described starting on page 8 of this rulebook.

3. LAB PHASE

During the lab phase each player simultaneously resolves the following actions, in order:

- **Build a Monster Part** (as many times as they like or are able)
- **Throw the Switch** (up to one time)
- **Preserve Materials** (as many times as they like or are able)

Build a Monster Part

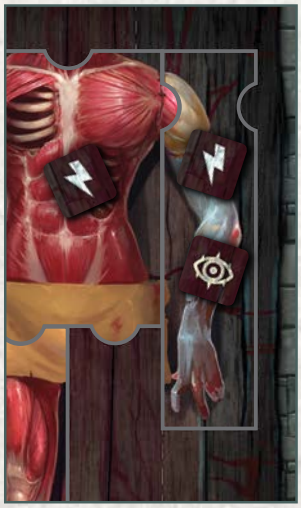
To build a monster part, first choose a part to build by consulting your anatomy card (you can create at most 1 head, 1 torso, 2 arms and 2 legs). To build a muscle monster part consult the 'Start a Monster Part' side of your anatomy card. If you already have 1 or more muscle parts built and wish to add skin to one of them, consult the 'Complete a Monster Part' side of your anatomy card.

Once a part has been chosen, do the following in order:

1. Check that your expertise level meets or exceeds that part's expertise requirement (a).
2. Discard the materials indicated by the part's material requirement. Take note of the decomposition stage of the most decayed material you are discarding. Animal (orange) material can be substituted for almost any other kind of material, but earns fewer victory points. Stage III or IV animal material cannot be substituted for blood.
3. Add any corresponding part token to your operating table (or, if adding skin to a previously built muscle part, flip that part token over to the skin-side on your operating table, retaining any damage).
4. Gain 1 Expertise.
5. Gain the number of victory points corresponding to the stage of decomposition of the used material that is most decayed, less 1 or 2 points (max) if any animal material was used, as indicated on the anatomy card (b).

Note: If a player builds a monster part and that part is later downgraded (flipped or discarded), they do not lose the expertise and victory points they had gained, and can gain expertise and points again for rebuilding that part.

Throw the Switch



If you have at least 1 completed monster part (skin-side up) on your operating table, you may throw the switch once this phase by doing the following in order:

1. Flip 1, 2 or 3 of your charged Leyden jars to their uncharged side.
2. Roll 2 gray shock dice for each Leyden jar you just flipped. If you have research cards to play for their dice mitigation effect, you can use them now.
3. Resolve all ⚡ results by placing that many ⚡ markers, 1 at a time, onto 1 or more parts on your operating table. If 2 ⚡ markers are ever on a monster part, immediately discard those ⚡ markers and downgrade the monster part one step: if it is a muscle part, discard it; if it is a non-alive skin/complete part, flip it to its muscle side; if it is an alive part, discard its 👁 marker.

   Note: When placing damage, you cannot place a second damage on a part unless all parts already have 1 damage.
4. Receive 1 💔 (max) when you roll 1 or more 💔.
5. If able, place an 👁 marker on a skin-side up monster part on your operating table for each 👁 result.

   Note: A monster part cannot have more than 1 👁 marker on it.

Preserve Materials

PRESERVATION SPACE

Move any number of organs (purple) and muscle (brown) materials from spaces on your decomposition track to your preservation space. A player cannot have more than 9 materials on their preservation space at a time.

Note: You'll be able to sell preserved organs and muscle by placing at the Market in future rounds.

4. Reset Phase

Do the following in order:

1. **Decompose:** Each player without an ice block in their lab discards all materials on stage IV of their decomposition track and all blood material on stage II, then moves each remaining material in stage I through III one space to the right on their track. Players with an ice block do not decompose materials but each solid ice block is flipped to the half-melted side and each half-melted ice block is returned to the supply.
2. **Refresh the Board:** Discard and then replenish all cards at the Hospital, Docks, Academy, and Saint-Roch. The Hospital is always replenished with a number of face up cards in a stack equal to the number of players. Discard all cards at the Public Square; do not replenish them. Discard any event card in play, as well as any corresponding event markers.
3. **Refresh Meeples:** Collect all placed meeples and return them to your character card.
4. **Advance the Captain:** Advance the Captain meeple 1 space along the story track. If he reaches the last space (skull), the game ends immediately.

Example: Build a Monster Part

1. Player 1 wants to build a head for their monster. Referencing the "Start a Monster Part" side of their anatomy card, they see they need an expertise of at least 10, 2 muscle (brown) materials, 3 organ (purple) materials, and 3 bone (white) materials.

Body Part	Minimum Required 🧠	Materials Needed
Head	10	2 3 3

1

2. Their expertise attribute dial on their laboratory board is at 12, so they meet the minimum required expertise.

3. Looking at the materials stored in their decomposition track, player 1 has enough materials. They discard 1 muscle (brown) from stage I and stage II, 2 organs (purple) from stage II and 1 from stage III, and 1 animal (orange) from stage I and 2 from stage II, to substitute for the required bone materials.

2

3

4. Fulfilling the build requirements, player 1 takes a head monster part token and places it in the designated area of the operating table on their laboratory board, muscle-side up.

5. Having gained 1 expertise from this build, player 1 moves their expertise attribute dial from 12 to 13.

4

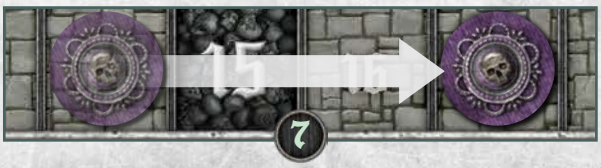
6. Looking at the victory points column on their anatomy card, they see they would gain 5 victory points, since the most decayed material spent was an organ (purple) material from stage III of their decomposition track. However, they also used animal materials, which penalized them 2 additional points. Therefore, player 1 would receive 3 victory points for starting the head of their monster.

5

7. Player 1 moves their score marker from 14 to 17 on the victory points track.

Victory Points* (based on decomp stage)			
I	II	III	IV	?
8		5	-2

6



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End of the Game

The game ends when either the Captain meeple reaches the last space of the story track or when one or more players has brought their monster to life (all 6 body parts alive) at the end of a lab phase.

At the end of the game each player gains additional victory points for the following:

- Alive points for each monster part with an 👁 marker.
- 10 points for each bonus objective they have achieved.
- Points equal to the highest victory point value reached on their reputation and expertise dials.
- Points (gain or loss) equal to the highest or lowest victory point value reached on their humanity dial.
- If the game ends with the Captain reaching the last space on the story track, the player with the highest positive humanity gains 5 additional victory points. If 2 or more players are tied, each of them gains 5 VPs.

After all players have scored all of their victory points, the player with the most victory points wins the game. If there is a tie, the tie breakers are as follows:

1. The player with the most alive monster parts.
2. The player with the most francs.
3. Turn order position relative to First Player: 1. First Player, 2. Left of First Player, etc.

Optional: If the game ended by a player bringing their monster to life, read the "It's Alive" section on page 15. If the game ended by the captain meeple reaching the last space of the story track, read the "Captain Walton Triumphs" section on page 15.

Bonus Objectives

Bonus objectives are additional victory points you can earn in the game by meeting the conditions on the bonus objective markers in play. Some objectives are attainable during the game (first to reach 27 Expertise), while others are determined after the game is over (most francs). Once you meet the condition, take the marker and place it in your play area. You will gain these points at the end of the game. Once claimed, no other player may obtain that objective.

Note: If two or more players meet the condition for the same bonus objective during the lab phase (in which actions are understood to be simultaneous), the tie breaker is decided by each player's turn order relative to First Player: 1. First Player, 2. Left of First Player, etc.

Playing and Discarding Cards

There are no discard piles in this game. When cards are played or otherwise discarded, they go to the bottom of the deck they came from.

Cadaver Cards

After a player draws a Cadaver card, they resolve it by paying that card's cost (a), if any, and then choosing one of the following options:

1. Increase their expertise by the value shown on the card (b), OR

2. Place the materials listed at the bottom of the card (c) onto the decomposition track (in the appropriate stage) and/or bone space in their laboratory.

Note: If a player draws a card and chooses not to resolve it, they don't need to pay its cost (a). Either way, all drawn cards are returned to the bottom of their respective decks.

Gaining Materials

Some location and other game effects cause a player to gain various materials. Materials gained (except bone) will be identified as being in one of four stages of decomposition (stage I is the freshest and IV is the most decayed). Players can have a maximum of 15 materials on each space of the decomposition track at a time. If a space has more than 15 materials, immediately discard the excess. Whenever gaining materials, retrieve the appropriate number and type of materials from their supplies and place them on the appropriate space on your decomposition track or bone space (located on your laboratory board).

Note: Bone (white) materials never decompose and are always added to the bone space on the lab board, not the decomposition track. The bones space is limited to 12 materials which can later be sold at the Market if not used.

Note: In the unlikely event you run out of materials (or francs), please use substitutes.

Humanity and Research Cards

HUMANITY CARD

RESEARCH CARD

Humanity and research cards grant various effects to aid players' endeavors. A player may possess up to 3 of each; if they want to draw a 4th humanity or research card (drawing is always optional), they must first discard one. Most cards specify when they can be played, which is always optional. Cards offer a one-time effect (a), and many grant an attribute or franc benefit listed as icons (b), after which the card is discarded to the bottom of its deck.

DICE MITIGATION

Alternatively, research cards can be played after rolling shock dice to gain the dice mitigation effect listed after the die icon (c). If additional re-rolls are desired, additional research cards can be played for this purpose.

Increasing Attributes

Some location and other game effects cause a player's attribute levels to increase or decrease. When increasing an attribute turn your corresponding attribute dial that many spaces clockwise. When decreasing an attribute turn that dial that many spaces counter-clockwise. The primary way that your humanity changes is by receiving ♥ or 💔. ♥ signifies an increase in your humanity whereas 💔 signifies a loss in humanity due to your horrific actions.

Note: Some effects cause a player to lose an attribute as a cost. If they cannot lose an attribute (such as when their humanity is at -10 or if a game rule prevents them from losing that attribute), that player may still gain the benefit.

Note: If a player reaches -10 humanity (☠), that player can no longer gain or lose humanity when taking actions that would normally cause them to do so.

When moving a dial causes it to move onto or past one or more spaces with any of the following icons, resolve their effects:

- Gain 1 assistant meeple. (Add it to your character card. If gained during the city phase, it can be placed that city phase.)
- Exchange 1 assistant for 1 scientist meeple. (If replacing an assistant meeple already at a location, this has no impact on the effects already resolved there.)
- Gain 1 reputation.
- Lose 1 reputation.
- Lose 1 assistant meeple from your character card or, if all have been played, from anywhere in play. (If all of your assistants have been upgraded to scientists, lose 1 scientist meeple instead.)
- When you roll dice, you may upgrade 1 gray die to a blue one. Once you reach 20 on the expertise dial, you may upgrade 2 gray dice to blue ones.
- Do nothing at this time. At the end of the game you will earn victory points equal to the highest of these numbers that you have reached on your attribute dials.

REVERSING ICON EFFECTS

If a player moves past a space that they previously resolved the effect of, but this time heading in the opposite direction, then undo the effect of that space.

Example: Reversing Icon Effects

Player 2 takes a Murder action at the Dark Alley, receiving 3 💔, and forcing them to place a police marker on their character card. This drops their humanity attribute from 0 to -3, causing them to also lose 1 reputation. Player 2's reputation is currently at 7, a level that had gained them a new assistant meeple on a previous turn. However, now their reputation drops to 6, reversing that benefit, causing them to lose the extra assistant meeple immediately (from their character card first, or else from game board or laboratory). They can regain this meeple by boosting their reputation back to 7, which (among other ways) could be accomplished by increasing their humanity higher than -3, which would reverse the loss of reputation.

Locations in Detail

CEMETERY

Dig up Cadavers

When placing here, draw 3 cards from the cemetery cadaver deck and choose any number drawn (including 0) to resolve immediately by paying the cost in the upper left (if any) and gaining expertise (if any) OR materials. After resolving, discard all drawn cards face down to the bottom of the deck.

Cadavers found here offer stage III, stage IV and bone materials and may have a cost of 1 💔. Any card you choose not to resolve has no effect on you.

PUBLIC SQUARE

Buy Cadaver

Cadavers can only be found here after an Execution (📜) event.

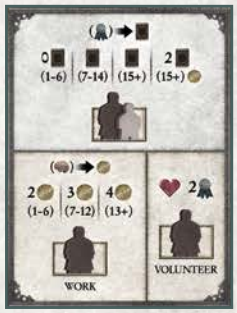
You must pay 1 franc to place here.

When placing here, take and immediately resolve one of the visible cadaver cards at this location by gaining expertise OR materials. After resolving, discard to the bottom of its deck. **Note:** Do not replenish the card. It is only replenished during an execution (📜) event.

Cadavers found here offer stage I materials.

HOSPITAL

Retrieve Cadaver



When placing here, if your Reputation is 7+, take and immediately resolve the top card from the stack at this location. If your Reputation is 15+, you may pay 1 franc to take and resolve a second card. Resolve by gaining expertise OR materials. After resolving, discard to the bottom of the deck (off the board). **Note:** Do not replenish the card(s). (The stack is only replenished during the reset phase.)

Cadavers found here offer stage I and stage II materials.

Work

Only scientists can be placed here.

When placing here, gain a number of francs according to your Expertise level: 1-6 Expertise = 2 francs, 7-12 Expertise = 3 francs, 13+ Expertise = 4 francs.

Volunteer

Only scientists can be placed here.

When placing here, receive 1 Humanity and gain 2 Reputation.

MORGUE

Buy Cadaver

You must pay 1 franc to place here.

When placing here, draw 2 cards from the morgue cadaver deck and choose any number drawn (including 0) to resolve immediately by paying the cost in the upper left (if any) and gaining expertise OR materials. After resolving, discard all drawn cards face down to the bottom of the deck.

Cadavers found here offer stage II and stage III materials and may have a cost of 1 💔. Any card you choose not to resolve has no effect on you.

ACADEMY

Advanced Research

Only scientists can be placed here.

When placing here, gain 1 Expertise and choose 1 of the face up research cards to take. Replace the chosen card with a new face up card from the research deck.

Research

When placing here, choose 1 of the face up research cards to take. Replace the chosen card with a new face up card from the research deck. Do not gain Expertise.

Lecture

When placing here, gain 1 franc and 1 Reputation. If the meeple placed was a scientist, also gain 1 extra Reputation.

Donate

Only scientists can be placed here. When placing here, pay up to 3 francs. Gain 1 Reputation for each franc paid.

SLAUGHTERHOUSE

Retrieve Animal Parts

When placing here, choose 1 of the following:

- Gain 4 stage II Animal (orange) materials
- Gain 3 stage I Animal (orange) materials

SAINT-ROCH

Atone

When placing here, choose 1 of the face up humanity cards to take. Replace the chosen card with a new face up card from the humanity deck. If the meeple placed was a scientist, also receive 1 Humanity.

MARKET

Buy or Sell Goods

When placing here, do any number of the following any number of times:

- Remove 2 bone materials from your bones space to gain 1 franc.
- Remove 3 materials from your preservation space to gain 2 francs.
- Pay 2 francs to add 1 uncharged Leyden jar to an empty Leyden jar slot on your lab.
- Pay 1 franc to add or replace an ice block on your Lab, solid side up. An ice block allows a player to skip the decompose part of the reset phase for this round and the next.

FIRST PLAYER

When placing here, take the first player creature meeple from the current First Player. You are now First Player. A meeple placed on this space cannot be bumped.

After all players have passed this round, you may take the meeple from this location and place it again on any legal space (bumping when allowed), and resolve its effect.

DOCKS

Hire

When placing here, choose 1 of the face up scoundrel cards and immediately pay its cost in the upper left (a), then resolve its effect, choosing one of the following options if available:

1. Increase their expertise by the value shown on the card (b) possibly paying an additional cost, OR

2. Increase their humanity by the value shown (c), OR

3. Place the materials listed at the bottom of the card (d) onto the decomposition track (in the appropriate stage) and/or bone space in their laboratory.

Discard the chosen card to the bottom of the scoundrel deck and replace it with a new face up one.

SCOUNDREL CARD

Note: The scoundrels you hire here have a variety of costs and effects, including gaining stage I or stage III materials..

Note: Scoundrel cards **DO NOT** count as cadaver cards.

DARK ALLEY

Murder

Only scientists can be placed here. When placing at this location, gain the listed stage I materials and receive 3 💔, then place 1 police marker on your character card. If your character card has 2 police markers, you cannot place at this location. You may pay 3 francs at any time to remove all markers from your character card.

LABORATORY BOARD

Practice

Only scientists can be placed here. When placing here, gain 1 Expertise.

Give Blood

When placing here, gain 3 stage I blood materials.

Repair

Only scientists can be placed here. When placing here, remove up to 3 damage markers from any monster parts.

Charge Leyden Jars

When placing a scientist here, flip up to 3 of your uncharged Leyden jars over to their charged side. When placing an assistant here, flip up to 2 of your uncharged Leyden jars over to their charged side.

UNCHARGED

CHARGED

Game Tips

How to increase Expertise:

- Draw and resolve cadaver or scoundrel cards
- Place at Advanced Research at Academy
- Practice in your lab
- Start or Complete a Monster Part
- Draw and play certain research cards

How to increase Reputation:

- Lecture at Academy
- Donate francs at Academy
- Volunteer at Hospital
- Draw and play certain research and humanity cards
- Increase humanity

How to increase Humanity:

- Place scientist at Saint-Roch
- Volunteer at Hospital
- Draw and play humanity cards
- Draw and resolve Dog Catcher scoundrel cards

How to earn francs:

- Work at Hospital
- Sell materials at Market
- Lecture at Academy
- Draw and play certain research cards
- Collect bribes for being bumped

Encounter Card Entries

A1: *Your blood runs cold as you realize the Creature has been spying on you. You turn to run but it's in front of you, blocking your path. "Would you be so kind as to give the Captain a message for me?" With blurring speed it strikes you, sending you flying across the room to land in a lump on the floor, unconscious.*

- Lose 1 scientist for this round. Receive 1 Humanity.

A2: *Trembling, you point to where the Captain is hiding, and the Creature growls and heads in that direction. A gunshot fires, and the Captain races from the room, with the Creature limping after him, in a terrible rage.*

- Receive 2 💔 and lose 1 Leyden jar (if any).

A3: *You step forward and express satisfaction with your progress. The Creature smiles at this news, and though it's a grotesque distortion of its features, for a moment it almost looks human. "Then perhaps this will aid you further," it replies, and drops a body wrapped in a sheet on the floor. "Seldom are we given a second chance to contribute in death what we failed to achieve in life. A gift from the plague."*

- Gain 2 materials of each human type, stage I, and receive 1 💔. If you cannot lose humanity, lose 1 reputation.

A4: *"Your work is admirable, but not enough. You must finish! Here's a fresh reminder of our shared ambition." The Creature reaches into its bag and pulls out an arm, freshly torn from some poor soul. He places it on your table.*

- Gain 1 organ (purple) and 2 muscle (brown) materials, stage I, and receive 1 💔.

A5: *"The Raft of the Medusa" becomes all the scandalous rage. Rumors are circulating that the painter secretly paid unscrupulous doctors to view the deceased in order to research the appearance of dead flesh, a most distasteful revelation. The Creature is not amused by the unwanted attention, and it darkens your door to tell you how disappointed it feels by your involvement.*

"Such actions could undermine our efforts," it growls. "Take care to be more prudent, doctor, or Gericault's next masterpiece will be painted with his own blood, and yours."

- Lose 2 Reputation.

A6: *"You are making progress, that much is clear. But you must breathe life into it, and do it quickly, or you will take your last breath. Perhaps this will help in your efforts."*

- Gain 1 uncharged Leyden jar, unless you already have 4.

A7: *"Cry 'Havoc!' and let slip the dogs of war," the Creature shouts, smirking. "I daresay these poor mongrels have a far better use in our present situation as instruments of life, than of death." It gently sets them down.*

- Gain 5 animal (orange) materials, stage I, and receive 1 💔 OR let the dogs go and receive 1 Humanity.

A8: *"Uh... yes," you reply carefully. "I would say they are very angry indeed." The Creature smiles and says, "Then make them rage even more. I will show you the way."*

- Take the first player creature meeple from whoever has it.

A9: ◆ Advance Captain 1 space.

A10: ◆ Take the first player creature meeple from whoever has it. With your first turn, place a scientist at the Docks. You cannot hire a scoundrel; instead draw 1 humanity card from the deck, receive 1 Humanity and gain 2 francs.

A11: ◆ You cannot Lecture at the Academy or Volunteer at the Hospital this round. Lose 1 Reputation.

A12: *You return hours later, your face drained of color, your eyes wide in shock. In your hands you clutch a heavy, blood-soaked bag.*

- Gain 4 of any human materials, stage I. Receive 2 💔.

A13: *You place 2 francs in the inspector's hand while proclaiming how busy you are and that you really mustn't be bothered. The man weighs the coins carefully, then smiles. "Well, yes, everything seems to be in order here. Very sorry for the bother." After they depart you see the shadow of your patron recede and vanish.*

- Gain 1 Reputation.

A14: *"I see I put my trust in the right hands, and so you shall keep them," says the Creature, dropping a sack of coin on a workbench.*

- Lose 2 organ (purple) and/or muscle (brown) materials from your decomposition track (if any). Gain 3 francs.

A15: *"Perhaps I was mistaken," says the Creature. "Perhaps not. I shall be watching closely to remove all uncertainty."*

- Discard all of your humanity cards.

A16: *Stuffed in the bag is the crushed and broken corpse of your cherished mentor, whom you had not seen in many years. How the Creature was able to find this person, from so far away, is a mystery you have no time or sanity to ponder.*

- Gain 1 of each human material, stage II, and receive 2 💔.

A17: *"Ah, splendid. Yes. You are doing well, as I had hoped." The Creature's eyes shine with hope as it looks about your laboratory with unbridled enthusiasm, its movements quick and anxious. If you did not know better, you would think it drunk. Or mad. "Continue making progress, doctor. And one day the world will sing of your achievements. I can promise you that!"*

- Draw 1 research card from the deck.

A18: *Shaken, you remain silent, uncertain how to respond. The Creature looks at you and sighs. "If I am being too hard on you, it is because I grow impatient." The Creature makes to leave, stopping at the threshold of your door. "I have placed much hope in you, when there is so very little left to grasp onto. Don't make me regret it."*

- Draw 1 research card from the deck.

A19: *"This debt must be repaid in blood, dear doctor," the Creature says. "Enjoy the elevation of your good name."*

- Gain 2 reputation and receive 1 💔.

A20: ◆ Take the first player creature meeple from whoever has it. With your first turn, place a meeple at Saint-Roch. For this round, you cannot take actions or resolve cards that would cause a normal player to receive 💔.

A21: *At last the Creature speaks. "We are only at the genesis of this grand undertaking, and yet I already feel a shadow looming over our work. Whispers in alleys, secret visits, talk of sabotage. Perhaps you know of these things as well. Also know this: I am vigilant and will not suffer failure. Keep your eyes and ears open, but your hands and purpose steady. I will be watching.*

- Saint-Roch is off limits this round and all players must discard all of their humanity cards.

A22: *"Strange," it murmurs, "to see the flicker of life in something so... inhuman. It is my own reflection, taking shape before me. You must succeed!" The Creature departs the room impossibly fast, dropping a few coins on its way out.*

- Gain 3 francs.

A23: *You open the note, but the words are just ants dancing across the page, taunting your lack of sophistication. You crumple it in disgust and toss it as far as your tired arm can throw, which is actually quite far with the wind lending its aid. Then cursing, you scurry after it, for you realize it's your only proof of what happened. Maybe if you present the note, your boss will still be inclined to pay you. But you have to find it...*

- Do not gain normal benefit. You may place this meeple in your lab, or pay 1 franc to place it on a different space in Paris.

A24: *"Maybe you can help at that," you reply, relaxing. "If I may impose on your discretion." She smiles more broadly. "The only imposition I am inclined to suffer is one that leaves me a franc richer or a rumor wiser. Discretion is my middle name."*

- Do not gain normal benefit. Pay 1 franc or lose 1 reputation, then search ALL scoundrel cards (deck and face up) and take up to 1 card of your choice, paying costs as usual. After resolving (or not taking), shuffle all scoundrel cards into a new deck and place 3 new cards out.

A25: *You feel anger boiling up inside you. "Listen here, sir, do you not know who I am? Who I work for? You will tell me now where my cadavers are, or you will become one of them!" The man blanches but does not capitulate, though it is clear he is uncertain what to do. Another man suddenly steps through the doorway, his face a disciplined mask of contained fury. You recognize Captain Walton.*

"I know who you work for," he says calmly. "You can tell that fiend I have what you seek, and I will be returning them to their families so that they may receive a proper burial. I suggest you leave at once, unless YOU want to join them." He opens his jacket with his left hand to reveal a pistol. Alarmed but alert, you walk slowly backward and then quickly down the stairs.

- Discard all cadaver cards at the Hospital. Receive 1 💔. You may place this meeple on a different space.

A26: *The porter is nowhere to be found, but you see no reason not to take possession of the materials you need for your work, of which there seems to be ample supply. You load up a trolley and depart.*

- Add 3 additional cadaver cards to the bottom of the stack at this location. If taking cadaver cards, take 2 extra cards. Receive 1 💔.

A27: *The Creature approaches the front of the hall, stopping short to examine a skeleton that's been carefully hung and mounted. It traces its finger along the skull as though contemplating the design. "So this is how you spend your afternoons? In conflict with the very means and methods of our work?" It turns its gaze to you, as its massive hand slides around the skull, gripping it from the back. "Who is to say what must or must not be sacrificed in pursuit of answers to our greatest mystery?" Its fingers tighten, and the skull begins to crack. "What greater right is there but to illuminate this final truth?" The skull shatters, sending bone fragments flying. The Creature turns its palm downward, allowing the rest to fall to the floor. "Think about these things, professor. There is a lesson to be learned."*

- On your next turn this round, place a meeple in your lab and gain normal benefit plus 1 VP. If you cannot, lose 2 VP.

A28: *"I'm listening," you reply.*

Sighing, the Captain paces around you, as though wondering where to start. "Victor Frankenstein was my friend," he begins. "He brought this evil into the world out of a desire to cast off our mortal shell, for all of humanity, but he soon realized his folly. There are no gods without devils. And though this devil would tell you a tragic tale of its own abandonment, it is, in the end, what it chooses to be. As are we all." He proceeds to tell you the tale of Victor's experience with his creation, about his murdered wife and friends, and all that led to his demise onboard the Captain's vessel.

- Do not gain normal benefit. Receive 2 Humanity.

A29: *The hairs on the back of your neck rise up as you realize someone, or something, is watching you from the darkness. Finding your courage, you stalk to the edge of the grave and raise your lantern to peer down. As light illuminates the dark depths of the hole, you are shocked to see the exposed body of the woman you had hoped to find, along with two additional bodies, both appearing alarmingly fresh.*

- When you draw cards this turn, you may redraw any cards that are only bones. Treat the materials as stage I. If you resolve any 1 or more cadavers, receive 1 💔 but ignore additional 💔.

A30: *"Relax," says a deep, familiar voice, its tone both cruel and casual. "If I wanted you to fall, you would already be down there, not up here." In a failed effort to regain your dignity, you find yourself sitting down awkwardly on the ledge, propped against the right column, feet dangling. From this vantage point you can observe the checkered damage from musket fire dating back to Napoleon's defeat of Royalists some 25 years past.*

- If you wish to play innocent, read below; otherwise go to entry B30.

"If you desired to speak with me," you manage to say, "I would have suggested a rendezvous at La Petite Chaise. The onion soup is quite good."

"What I desire is more prudence from you," your daemon patron replies, not amused, "and less treachery. I know who lurks in this vile place. The question I must ask is why are you entreating with him?"

"If you mean our favorite captain, it was simply to dissuade him. I do not appreciate the interruptions."

"Indeed." It ponders your explanation, but whether it believes you or not is impossible to sleuth. But in an instant the Creature is gone, vanished over the top, leaving you something more urgent to sleuth: How to get down!

- Receive 1 extra Humanity, but take no humanity cards.

A31: - Public Square is off limits to you this round. Gain 2 francs.

A32: *"What can I possibly do?" you ask. The man replies: "Be mindful of this daemon's arguments, for it speaks with eloquence, but its words are a slow poison. Do what you can to interfere with your misguided colleagues. I will do the rest."*

- Draw 1 humanity card from the deck and receive 1 Humanity.

B1: *"No matter," it says. "A ghost from my past has come calling, and this has left me in a foul humor. Stay clear of the church of Saint-Roch. You'll find no atonement there for the work we do. Only dusty relics and empty promises." The Creature stalks out, but not before giving your Static Generator a powerful spin.*

- Charge all of your Leyden jars.

B2: *"'Tis only I and my assist..." you begin, before getting cut off by the Creature's hand around your neck. It lifts you up off your feet. You begin to lose consciousness, but not so much that you can't hear it speak. "Indeed? Tis only? If it is not as you say, I shall return."*

- Lose 1 Expertise and receive 2 Humanity.

B3: *You take a step back in fear, knowing you have little good to report. "As I suspected," it says. "I have waited 20 years to look upon one such as myself. I can wait a little longer. Nevertheless, perhaps this gift will motivate you to double your efforts." It drops the body on the floor and leaves. You discover it to be one of your assistants. Dead.*

- Lose 1 meeple for this round. Gain 2 materials of each human type, stage I.

B4: *It looks over your work, shaking its head. "I feel that you require additional motivation. A greater clarity of vision, perhaps?" The Creature snatches your wrist, pulling you to him. It then turns your hand palm up, and places an eyeball in it. "Don't lose sight of what we are doing, doctor. You won't like my next method of reminding you."*

- Gain 1 organ (purple) material, stage I, and receive 1 Humanity.

B5: *"The Raft of the Medusa" becomes all the scandalous rage. Rumors are circulating that the painter secretly paid unscrupulous doctors to view the deceased in order to research the appearance of dead flesh, a most distasteful revelation. The Creature is not amused by the unwanted attention, and demands to know the extent of your involvement.*

"I would not stoop to such depths," you proclaim, shocked by the accusation.

"Very well," it growls. "Continue with your work. These distractions are most unwelcome."

- Gain 1 Reputation.

B6: *The Creature looms over you, so close you can feel its foul breath on your face. You almost lose your stomach. "Perhaps a little bloodletting will help focus your efforts." It grabs you and forces the bloodletting instruments into your flesh, draining you to the point of near collapse.*

- You must place 1 scientist on Give Blood this round, but gain 5 blood materials, stage I, instead of 3.

B7: *"Such loyal creatures," it whispers. "You can train them to give their lives for our mere gratitude. But men require additional motivation." The Creature begins squeezing the dogs under its arms, crushing them until they lie limp. It drops them to the floor and walks out.*

- Gain 5 animal (orange) materials, stage I, and receive 1 💔 OR bury the animals for no effect.

B8: *"They could be more upset," you admit. The Creature nods solemnly. "And that makes me upset," it says. "Take care to incite anger where it is most warranted. This may assist you." It leaves a piece of parchment on your table before departing.*

- Draw 2 research cards from the deck.

B9: *The captain is true to his word, and you suffer through three unannounced visitations from the local police. They can prove nothing, but the visits do not go unnoticed by your neighbors.*

- Lose 2 Reputation.

B10: - Move Captain back 1 space. Receive 1 💔.

B11: - When you Lecture at the Academy with a scientist this round, gain 4 extra francs and lose 2 VPs.

B12: - No additional effect.

B13: *The intruders are barely past the threshold when the Creature makes its presence known. It takes you three hours to wash the blood from the walls.*

- Receive 1 💔 and gain 2 human materials, stage I, of your choice. Each other player gains 1 human material, stage I, of their choice.

B14: *"Ungrateful cur," it snarls, limping out. Later you find an assistant's disemboweled corpse lying in your gore-slathered bed.*

- Lose 1 meeple for this round. Advance Captain 1 space, unless he is already on 11+.

B15: *"So many words. Your kind is full of them, yet they are as empty as my patience," growls the Creature. It stands, towering over you. "Do consider the price of disloyalty. It will be more than words, I can assure you."*

- Lose 2 francs OR lose 2 VPs.

B16: *"Very well," says your ghastly patron. Just then the bag starts to move of its own accord, and a soft groan emanates from behind its burlap shell. Without hesitation the Creature swings the bag outward, smacking it against the wall with a resounding crack. The contents fall limp and silent. "Perhaps a colleague will feel differently."*

- Player to your left gains 1 of each human material, stage I. You receive 1 Humanity.

B17: *The Creature's face steadily darkens as it paces about your laboratory. You can detect a strong odor of alcohol about its person, though it's heavily masked by a fouler stench. "I doubt I need to elaborate on my displeasure," it grates. "Take some time to think on your failures, professor, and ensure we do not continue this conversation later." It storms out.*

- Pass the first player creature meeple to the player on your left.

B18: *Shaken, you remain silent, uncertain how to respond.*

"A lesson then!" The Creature grabs you by the back of your neck, forcing you out the door and down the hall to your lab. "I do believe your day is not over yet. You may rest when your skills have improved."

- You must place 1 scientist on Practice this round, as your first meeple placement. Receive 1 extra Expertise.

B19: *"Your pettiness amuses me," the Creature says with a smirk. "It shall be done."*

- One player with most Reputation loses 2 Reputation and you receive 1 💔.

B20: *You call the Captain's bluff and order him out of your home. He raises his pistol, leveling it at your head. He holds you there, for what seems an eternity, before angrily striding for the door. "You have chosen most unwisely," he growls before departing.*

- Receive 2 💔. If you cannot, every other player gains 1 Humanity.

B21: *"This grand undertaking has only just begun," it says at last, "one that will challenge what know about the very nature of existence. And yet I already feel a shadow looming over our work—the shadow of a man who wants to undermine everything we are trying to achieve. I was denied once, and I will not be denied again! Keep your eyes and ears open, but your hands and purpose steady. I will protect you."*

- All players with 0 or lower Humanity may draw 1 research card from the deck.

B22: *"A terrible folly, this task I have ordained. Even I, the very embodiment of this dark business, cannot imagine such flesh made alive." Face darkening, the Creature raises a fist and strikes a body part with unmasked fury.*

- Downgrade any single monster part on your table one step, discarding any damage on that part.

B23: *You open the note, which reads: "Dear sir or madam, my apologies and sincerest regret for my part in rendering you unconscious. But I fear far worse will happen should I stand idly by and allow this endeavor to continue. Shovels in the dark will be the least of our worries. Please stop this mad course you are on and join me. Should your heart and mind lead you to reason, you will find me at Saint-Roch. It is a refuge that the daemon dares not enter."*

- Do not gain normal benefit. You may pay 1 franc to place this meeple on a different space. If you choose Saint-Roch, receive 1 extra Humanity and take 1 or both cards.

B24: *The woman is in her 30s, you venture, and plain but not uncomely. You step back, suspicious, but feeling a little less worried than a moment ago.*

"My business is my own, my lady. And not with the likes of you."

"Oy. The likes of me," she says, laughing. "Did ye hear that?" At least 2 other voices pipe up behind you, in unison. "Aye, we heard it." Startled, you spin around in time to catch a rock to the head. Lying face up and dazed on the bank, you squint to see 3 blurry shadows looming over you. "Well now, the likes of us will just be about our business taking some coin off the likes of you. There now, don't be gettin' up on our account. But do come back around sometime, eh? Yer patronage is kindly appreciated." You hear more laughter as you fall back into unconsciousness.

- Do not gain normal benefit. Lose 2 francs.

B25: *Something is very wrong here, of that you are certain. Sensing trouble you are not ready to confront, you quickly depart. The day is still young and you decide to find what you need elsewhere.*

- Discard all cadaver cards at the Hospital. You may place this meeple on a different space.

B26: *"Let me be of assistance!" you shout after her. "Were there any survivors?" The word "Upstairs!" comes back in response, but she's already gone. You march one flight up to the second floor and begin to hear the agonized screams of the living. Rolling up your sleeves, you let out a sigh and join the horrible fray.*

- Do not gain normal benefit. Receive 3 Humanity and gain 1 franc.

B27: *A slow but powerful clap emanates from the back of the room. "Bravo, professor! Inspiring words, truly. If only I could have attended lectures like these young, eager souls, wiling away my time in the halls of academia, pondering life's greatest mysteries, debating the latest research. Alas, fate had other plans for the likes of me."*

It stops short, admiring a skeleton that's been carefully hung and mounted. "However. As much as I enjoy your anatomical pontifications, I would prefer to see your skills applied in the lab, not the lecture hall."

- Gain normal franc benefit but no reputation. Immediately place this meeple in your lab and gain normal benefit plus 2 VP. If you cannot, leave meeple at the Academy.

B28: *"I know enough," you reply, standing up. "You would be wise to leave Paris. I wish you no harm, but my benefactor is less merciful. I dare not defy him, and nor should you." You gather up your papers and stalk out, leaving the dusty tomes behind. The Captain's voice trails after you. "I seek neither mercy nor vengeance, sir. And I have no intention of leaving this city until one of us is dead."*

- Do not gain normal benefit. Receive 1 💔 and draw 1 research card from the deck.

B29: *For a brief moment you feel like you are not alone, and a strange fear grips you, siphoning away the last of your body heat. Shaking your head to clear away the foolishness, you nevertheless hurry away, knowing your efforts tonight will not be as fruitful as you had hoped.*

- Draw only 2 cards this turn instead of 3, but ignore 💔 on cards drawn.

B30: *You say nothing, show nothing, think nothing, and wait for your daemon patron to speak again. After what feels like an eternity, it says, "I find it baffling, doctor, that you would entreat with a man who would undo all your work. This may be known as a house of god, but make no mistake, there are no gods here. Only men who play at it. I am giving you power over life and death. And yet you would choose death over such a gift." After a moment you find your voice, dry as ash. "I don't wish to die."*

"Indeed. Then sit here and pray to whomever you think can save you. And when you realize it is only my mercy that grants your next breath, you may return to work." And like that, the Creature is gone, leaving you to ponder how to return to the ground.

- Receive 1 extra Humanity, but take no humanity cards.

B31: - If you claim Leopold's body, lose 1 Reputation.

B32: *"Who are you?!" you ask, angrily. "And how did you get in here? Leave now or I will call that patron now, and he will see you out." The Captain scowls, and retreats. "I will not be so easily undone, nor will your crimes!"*

- Draw 1 research card from the deck and receive 2 💔.

C1: *The Creature falls into step with you as you walk down the hall to your lab, then places a firm hand on your shoulder to halt your progress. "There will be an execution today," it begins, casually, "and the man whose life they seek to end is not worthy of the honor you may be tempted to bestow upon him. Let the crows pick over his body—I want no part of him in this business. Am I clear?"*

- If you agree not to claim Leopold's body, go to entry A31; otherwise go to entry B31.

C2: *A man shows up in your lab dressed in formal attire, but looking rather disheveled and covered in soot. He smells of ash.*

"I know what you are up to," he says, "but you cannot continue. Your patron is an abomination, as will be the fruit of your efforts! Can I not implore you to help me destroy it?"

- If you will aid Captain Walton, go to entry A32; otherwise go to entry B32.

C3: *You walk into your lab to find the Creature sitting on the edge of your desk, twirling a pen. "Notes passed in the dark," it muses, though you can barely hear it. "A river of words, but to where, and to what end?"*

"I'm sure I don't know what you mean," you reply.

"My meaning, his meaning, the meaning of it all. Of course you know nothing. Where the blind leads, only a fool would follow. But who follows the fool?"

Later, you feel the Creature's presence when leaving your laboratory, and you are certain it, or one of its minions, is following you. You endeavor to be especially careful while in the city.

- All spaces that give Humanity are off limits to you this round. Bumping costs you 1 extra franc.

C4: *Your hands ache from fighting the frost-hardened soil, even though you are certain this grave is only a few days old. It's back-breaking labor, and you wonder—not for the first time—what life choices have led you to this moment. Instead of clarity you hear leaves crunch behind you. You turn around, but too late. A shovel connects with your skull, sending you careening into the hole you just spent an hour digging. You awaken, wincing in pain, to find your gear stolen, and a note tucked in your shirt.*

- If Assistant, go to entry A23. If Scientist, go to entry B23.

C5: *You pull your coat around your neck, bracing against the chill draft coming off the River Seine. Men of ill-repute are known to lurk here, yet how they can skulk about in this weather is beyond good reason. "Who goes there?" you ask, when you see one such fellow emerge from the shadows. Moonlight falls across his face, and you realize it's actually a woman. She smiles coyly as she approaches, stopping just beyond arm's length. "And what might you be looking for on a cold night like this, eh?" she asks. "Maybe I can help ye."*

- If you ask for her help, go to entry A24; otherwise go to entry B24.

C6: *You arrive at the hospital at the arranged time, ready to claim another poor victim of a foul disease, a bad fall, a bad temper, or just bad timing. The porter has a worried look when you walk in, and he keeps glancing nervously about. Sighing, you inquire as to the whereabouts of the bodies in question, which are conspicuously missing.*

"The thing is," he begins, then glances once more at a doorway to his right, "those, um, specimens have been confiscated. I suggest you return another time."

- If you demand to know where the bodies are, go to entry A25; otherwise go to entry B25.

C7: *You cross the Seine to Île de la Cité and approach the hospital, barely taking note of the massive visage of Notre Dame looming nearby. You have bigger issues demanding your attention this morning. As you enter the hospital you notice an ominous air of foreboding. Nurses run about among a sea of trolleys, the majority with occupants covered in bloody sheets, unmoving. A single priest passes from one to another, muttering prayers, but too late to offer last rites. You arrest a nurse by the arm as she hurries by. "What's happened here?" you demand. She pulls her arm free, whispering, "A terrible massacre near La Bastille. A large animal, some say." She crosses her breast and runs off.*

- If you remain to claim cadavers, go to entry A26; if you volunteer to help, go to entry B26.

C8: *The day's lecture begins with some trepidation, for there was rumor that M. George Cuvier would be in attendance, and the academy's esteemed secretary holds considerable influence. Shuffling through your notes, you look out at the sea of heads in hopes that he might be spotted, but instead you see a familiar figure standing in the back, half covered in shadow. You somehow manage to get through your presentation undaunted. After the last of your students files out, the Creature steps forward, into the light.*

- If you just played the humanity card "Animal Rights" or "Human Rights", go to entry A27; otherwise, go to entry B27.

C9: *Dust fills the air as you carefully sift through scientific texts, both ancient and modern. It's a struggle not to cough when a particularly old tome sends up a plume into your mouth and eyes. You remove your spectacles to wipe them, and upon replacing them you see a figure standing before you, a man you recognize at once as Captain Walton. He looks around, taking in the room. "I can burn every book in this place," he begins, "and as long as your patron lives, the work will continue elsewhere. But this fiend is not Prometheus. Do you even know the origin of your endeavors?"*

- If you want to stay and learn, go to entry A28; otherwise go to entry B28.

C10: *The last light of the sun fades from the sky, and a deep chill settles in, replacing what little warmth is left in your aching bones. Huddling in your coat, you make your way across the cold, damp earth to the fresh grave of a woman who is a recent victim of consumption, or so you were told by the boy who took your money. As you near the area, you stop short in surprise. A pile of dirt about a meter high surrounds the grave site. The woman has either been removed, or she had yet to be buried. Cursing under your breath, you vow to track down that treacherous little urchin and make him answer for his lies.*

- If you approach the grave anyway, go to entry A29; otherwise, go to entry B29.

C11: *Saint-Roch on this gloomy day is a beacon of light, or so you allow yourself to think as you walk up its hallowed steps and through its massive doors. Just as you are about to gain entry, however, a hand grabs your shoulder and hefts you up at an impossible speed. You get your wits about you to discover yourself ten meters up, balancing precariously on the ledge beneath the church's great clock. "What devilry is this?" you cry out, arms windmilling helplessly as you try not to plummet back to earth.*

- Go to entry A30.

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End of Game Story

IT'S ALIVE

You pull down on the lever, sending a storm of electricity surging into the creation on your blood-soaked table. Once lifeless flesh twitches and writhes, straining against the belts that hold it down. Hands clench and release. The chest heaves, splitting several stitches. And then the eyes flicker open, milky white and searching. A moan escapes the thinnest of lips, painting the face in a ghastly facsimile of human emotion. Alas, something has surely come to life before you, but in this moment of triumph, you know not what.

You feel a hand on your shoulder, gently pushing you aside as the Creature approaches to witness the miracle. "It must be my face these new eyes first lay upon," it whispers. It steps forward and grasps reaching fingers with its own massive hand, and with the other, lovingly caresses the new being's forehead and cheek. "At last, dear one. Our wait is over. You will not suffer the abandonment and scorn that I was made to endure. You will know only compassion and love, and we will brave this new world together."

The longest of moments seem to pass, and then as if remembering you are present, the Creature turns back to you. Eyes that glistened with tears of joy turn cold and calculating. "A momentous achievement, doctor. I must commend you. But do not think our work here is finished. Today is but the first important step. We have only just begun."

◆ ◆ ◆

CAPTAIN WALTON TRIUMPHS

The Captain staggers along the Seine after the Creature, his pistol waving about blindly in the cloud-obscured moonlight. The daemon is impossibly fast and keeps just ahead of him, out of sight, taunting the man with a voice that appears to come from all directions at once.

"Age has not been kind to you, Captain. You've grown slow and weak. You should have run me through on your ship when you had the chance."

"Yes, 'tis true, I pitied you once," the Captain replies, swinging his gun left, then right, searching. "But no longer!"

The Creature is suddenly at his shoulder. Before the Captain can react, it knocks his gun into the river with one swift motion. The Captain draws his sword, but the fiend grabs both his wrist and his throat, lifting him off the ground. Both man and beast are covered in each other's blood.

"Why are you afraid of me so?" it asks, its grip tightening. "Am I not of the same flesh and blood? Should I not be afforded the same base consideration that all mortal men crave?" Unable to breathe, much less speak, the Captain uses his free hand to draw a small dagger from his belt and stab the monster in the eye. Roaring in pain, the Creature drops the Captain to the ground, and stumbles backward toward the river's edge.

"You are not a man," the Captain growls, advancing with his sword. "You are an abomination!" He rushes forward and shoves the sword into the Creature's chest, piercing its heart, pushing until the hilt slams against breastbone. His momentum carries him and the daemon over the embankment into the river, their bodies entwined in a macabre dance as they plummet downward, forever lost in the dark currents below.

Quick Reference

ATTRIBUTE DIAL ICONS

Gain 1 assistant meeple. (Add it to your character card. If gained during the city phase, it can be placed that city phase.)

Exchange 1 assistant for 1 scientist meeple. (If replacing an assistant meeple already at a location, this has no impact on the effects already resolved there.)

Gain 1 reputation.

Lose 1 reputation.

Lose 1 assistant meeple from your character card or, if all have been played, from anywhere in play. (If all of your assistants have been upgraded to scientists, lose 1 scientist meeple instead.)

When you roll dice, you may upgrade 1 gray die to a blue one. Once you reach 20 on the expertise dial, you may upgrade 2 gray dice to blue ones.

Do nothing at this time. At the end of the game you will earn victory points equal to the highest of these numbers that you have reached on your attribute dials.

ADDITIONAL GAME ICONS

Gain 1 humanity.

Gain 1 expertise.

Lose 1 humanity.

Place the materials listed at the bottom of the card onto the decomposition track (in the appropriate stage) and/or bone space in your laboratory.

END GAME SCORING

1. Alive points for each monster part with an marker.
2. 10 points for each bonus objective achieved.
3. Points equal to the highest victory point value reached on reputation and expertise dials.
4. Points (gain or loss) equal to the highest or lowest victory point value on humanity dial.
5. If the game ends with the Captain reaching the last space on the story track, the player with the highest positive humanity gains 5 additional victory points. If 2 or more players are tied, each of them gains 5 VPs.

MONSTER PART GRADE CHART

1. Muscle-side part: Incomplete, alive marker cannot be placed on this side.

DOWNGRADING: Discard part from your operating table.

2. Skin-side part: Complete, not alive.

DOWNGRADING: Flip part to the muscle-side.

3. Skin side part with alive marker: Complete and alive.

DOWNGRADING: Discard alive marker.

Note: When downgrading a monster part, you remove all damage markers.

SHOCK DICE ICONS

Shock dice results are applied in this order:

Damage: For each result, place 1 marker on any monster body part token on your operating table that doesn't currently have one. If all of your parts have markers, place the marker on any part of your choice, then immediately downgrade that part and remove all markers before placing additional ones.

Negative Humanity: Receive 1 (max) when you roll 1 or more .

Alive: For each result, place 1 alive marker on a complete (skin-side) monster part that doesn't already have one. You will earn end game alive points if this part stays alive until the end of the game.

Blank: No effect. Ignore this result.

Attribute Dial Assembly

Before playing, assemble each of the three attribute dials on the laboratory boards as shown below.

FANTASY FLIGHT SUPPLY™
1 2
PROTECTIVE CARD SLEEVES