



ARCANE
ABOMINATIONS

ADDITIONAL
Rules

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COMPONENT LIST

1 Book of Additional Rules
1 Arcane Abominations Single Scenarios Book
2 Campaign Books (Dark Alchemy, The Old Man and his
Village)
8 Room Tiles
20 Loot Cards
12 Standard Items
12 Lucky Charms
8 Campaign Items
50 Monster Deck Cards (including 20 Modifiers)
10 Empty Cards (Loot, Modifiers, Door Events)
20 Monster Level Cards
4 Character Cards
6 Rules Reference cards
4 Character Mats
6 Player Boards with 12 plastic cubes (red, purple)

4 character punchouts and 4 plastic standees in 3 colors
(2 transparent, 1 each in brown, pink).
8 monster punchouts (and 8 transparent standees):
2 *Evil Trapper* (black, brown), 2 *Assassin* (black, blue),
2 *Wisp* (black, purple), 1 *Shapeshifter* (black), 1 *Dark
Alchemist* (black).

Markers: 20 small Markers (6 Trap-Event, 4 Monster, 4
Doom Counter, 4 Story Markers, 2 XP/Phase Markers)
12 Character Initiative Markers, 1 End-of-Scenario Marker,
3 Piercing Damage Marker, 5 Disarmed Marker, 8 Rune
Marker, 1 Compass

CHARACTERS & CONTENT

THE HEROES & HEROINES OF ARCANIC ABOMINATIONS



Alchemist

A man of science from the northern forest of Ustakia.

While not at home in combat naturally, he might have a potion to change that!



Barbarian

A fighter from the high mountains of Elmark. He thinks it's too warm anywhere south of his homeland woods.



Rogue

She has her origin in Sirush, the biggest city of Estonde, but feels at home in any larger city where she can easily find gold and wine.



Witch

Originally from the coast of Edun, her magic ability and appearance led to persecution. So she preferred to move out into the world instead.

NEW CONTENT

Arcane Abominations uses the same rules as the base game, but some of the new equipment and markers provided by the expansion are optional. See additional details for the new *Room Tiles* in the *Room Events* part of this book.

Player Boards



The new *Player Boards* will make it easier to track *Hit Points* and *Psi Points* using a red and a purple plastic cube. Place each player board at the top right of the *Character Mat*. As the tracking on the *Character Sheet* and the default *Defenses* are not needed anymore, the *Character Sheet* can be folded in half or cut in the middle and then placed into the slot on the *Player Board*.

Characters

The characters come with 4 new *Character Mats* and a matching *Character Card*. All *Standard Items* referenced on the *Character Cards* are already included in the *Base Game*.



Monster Deck

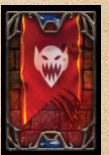
The new *Monster Deck Cards* contains 5 *Dark Alchemist* cards, 5 *Shapeshifter* cards, 6 *Evil Trapper* cards, 6 *Assassin* cards and 8 *Wisp* cards, as well as 20 additional *Monster Modifiers*. Simply shuffle all new monster cards into the *Monster Deck* or leave out any cards you do not like. For the included campaign *Dark Alchemy*, it is recommended to separate the *Modifiers* from the normal monster cards.

Rules clarification for the Shapeshifter.

Shapeshifters copy all abilities of the monster they are imitating (but no modifiers), making them highly unpredictable and dangerous opponents. However, there are a few exceptions to this mimicry:

The *Zombie's Resurrection* ability is not copied, there is no additional *Zombie* or *Shapeshifter* spawned in *Phase F*. The same applies to the *Goblin's Group* ability, the *Shapeshifter* does not spawn another *Goblin*.

The *Assassin's Concealed* ability is only partially copied. The *Shapeshifter* can teleport to a random *Rune* when activated for the attack but does not disappear at the end of *Phase F*. All other abilities are copied and active, including the *Skeleton's Thin Bones* and the *Mercenary's Battle Proven* when being attacked and standing next to this monster or the *Poltergeist's Intangible* when moving to the nearest target or being attacked.



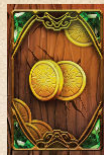
Campaign Items

7 new campaign cards for *Dark Alchemy* and 1 card for *The Old Man and his Village* are included.



Loot Cards

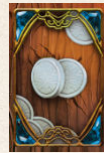
The new random *Loot Cards* include 10 new items and potions as well as 10 new *Trap Events*. These *Trap Events* are positive and support the characters, make the game a bit easier overall. Simply shuffle all *Loot Cards* into the *Loot Deck*, or mix in the ones you want to use.



Standard Items

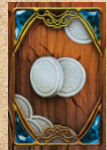
12 new items for higher-level characters, one for each hero class. Use these higher level items as soon as the character meets the requirements for the item and has the original *Standard Item* equipped (can be also instantly upgraded within a scenario).

If preferred, any character who meets the requirements can use the item. In *Campaign* mode, you may choose any *Standard Item* again at the beginning of each scenario, as long as all characters together average 6 cards total (using *Standard* and *Random Loot* items, usually not counting special *Campaign* items).



Lucky Charms & Standard Potions

The 8 *Lucky Charms* introduce optional new dice mitigation mechanics. Choose one *Lucky Charm* per character as one of the 6 items at the beginning of each scenario. If you want to make the game even easier, each character can carry the



Lucky Charm in addition to their 6 cards.

The 4 new *Standard Potions* can **always** be given to the characters in addition to the usual cards. Both *Lucky Charms* and *Standard Potions* make the game slightly easier.

New Markers

Arcane Abominations includes a few new and familiar markers to enhance clarity. Include them in the game as intended or simply use them for other purposes if you wish to do so. All **small markers** are recommended to be placed on the *Initiative Board*, for example on *Phase F* or *Phase G* as reminders.

Story Markers: These markers can be used for special *Scenario Events* or any other event that will trigger at a specific *Phase* or *Round*.



Trap Markers: Use these markers to count down trap activations in *Phase F* or to mark squares where a trap activated.



Monster Markers: Place these small monster markers on *Phase F* or other *Phases*, when a monster has a special ability that activated later or through a modifier.



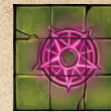
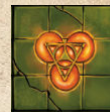
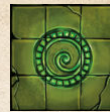
Doom Markers: Place these small *Doom Counter* markers on *Phase F* or *Phase G* if traps or monster might trigger additional *Doom Counter* steps.



XP / Phase Markers: These additional XP markers can be used to mark the current *Active Phase* or to mark additional events on any *Phase*.



Rune Markers: These additional *Rune Markers* are included, as the *Assassins* need at least 4 markers for their activation and some scenarios might need additional ones.



Compass Marker: Whenever **A-1** is not used in a scenario, place the *Compass* on any unoccupied square of the starting *Room Tile* to indicate where *North* is. The *Compass* square can be used like any other unoccupied square, but might be used by some traps or monsters.



End of Scenario Marker: This marker can be placed on the *Initiative Board* if the scenario has a round end condition. Place it for example on *Round 14*, and as soon as the *Round Counter* reaches the *End of Scenario Marker*, the end condition is triggered.



Piercing Damage: Use these markers with the new spell *Piercing Blade* or whenever a weapon gains *Piercing damage*.



Disarmed Markers: More *Disarmed* markers to place on characters or monsters.



Character Initiative Markers: These 12 new markers can be placed on the *Initiative Board* instead of the ones included in the base game. They are double sided and show one side in with no color for each character and the other side in a preferred character color. As there are only 6 player colors, but 12 characters, some characters share the same color. If two players should pick the same color, simply flip one marker to the non-colored side.



Room Events

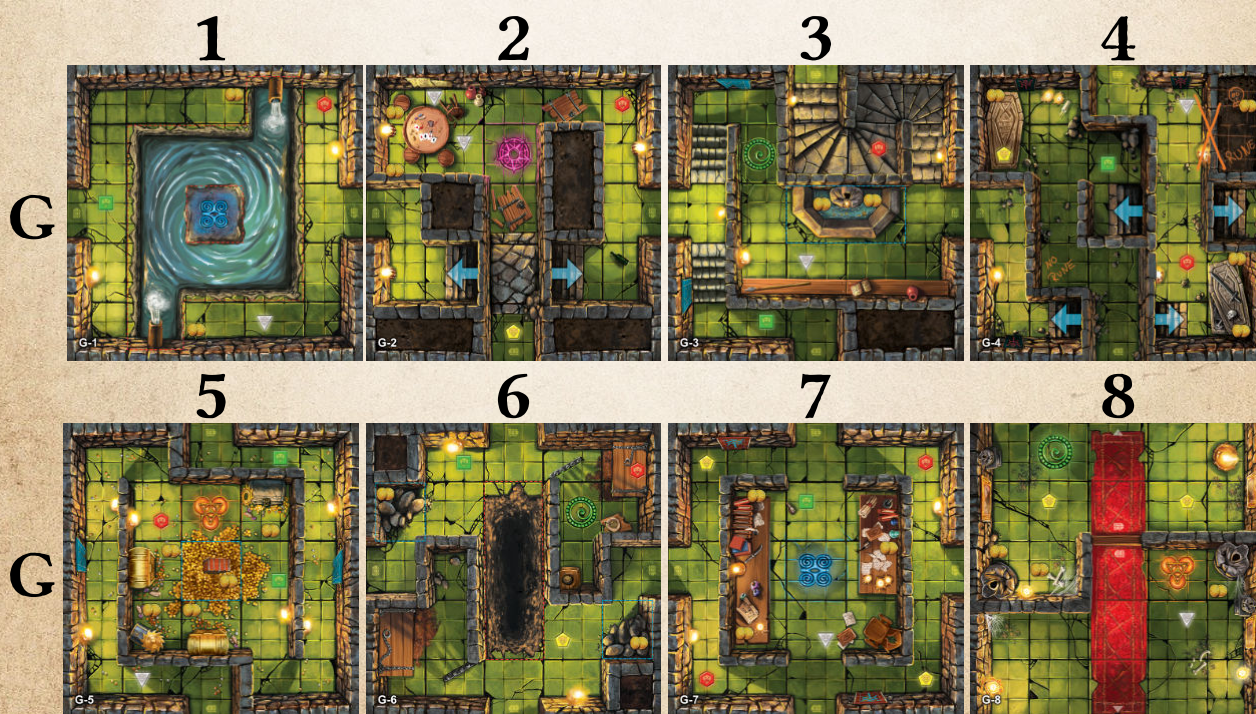
Use these additional *Room Events* for the new *Room Tiles* included with *Arcane Abominations*. You can mix these new *Room Tiles* into the existing ones and also use them with the base game or only use these additional rooms for the expansion.

Special rules for G-2 (*Gamblers' Den*) and G-4 (*Tomb Labyrinth*): Both rooms follow the same rules as F-3 (*Passing Corridors*) from the base game. The arrows indicate that a character can move from one square with an arrow to the next with only 1 *Action Point*, the square from the other part of the room is not counted for movement or range. The squares under the bridge count as directly connected and the other part of the room (above the bridge) is not visible from the lower part.

Special rules for G-4 (*Tomb Labyrinth*): The two parts of this room are not connected. The other part will only be populated with monsters and *Loot*, as soon as it is connected through other doors.

Special rules for G-8 (*Antechamber*): As soon as you connect this room, do not draw additional *Room Tiles* for the second part and do not draw any monsters for the unconnected part. The *Open Room Side* is only extended and populated after the door in the middle of the room was opened like any other door.

ROOM TILE OVERVIEW



1D G-1: Water Swirl

1-4 The water swirl within the room pulls all characters closer through some strange magic and swirling winds. As soon as the room is revealed, every character makes a check once using **STR+WIS+2D** against a **TN of 27+[ML]**. Any failing character automatically moves the number of points under the target number in squares towards the swirl (e.g. if a 27 in ML 3 was reached, 3 squares), even past other characters and monsters. If the swirl should be reached, place the character on a water square, taking **3 damage** (ignores armor). The next action must be to move out of the water.

5-6 There seems to be a cave under the stone where the vortex converges. A character on the *Blue Rune* can dive into the small grotto with a check using **CON+AGI+2D** against a **TN of 28+[2×ML]** (each attempt 8 AP). If successful, draw 5 *Loot Cards* (any revealed traps still trigger).

7+ Any character standing on the *Blue Rune* **automatically deals water** damage in addition to the current damage type with any attack in range 4. In addition, any non-magic weapon equipped on the *Body* or *Belt* can be enchanted with water damage for 15 AP and 3 *Psi Points* (no activation cost for the weapon later).

1D G-2: Gamblers' Den

1-3 *Two Assassins are playing a game here!* Place an *Assassin* on each *Loot* square. If not enough *Assassins* are available, activate an existing one for each missing.

4-6 *All doors are closed and not broken yet.* Place a closed door marker on each of the two squares with broken doors. Each door receives **[ML+3] Hit Points** and has to be attacked using any weapon or spell against a **target of 8** (AP based on attack).

At the table you encounter ghostly apparitions that seem to challenge you for a game. Any character playing the game on one of the table squares makes a check using **PER+WIS+2D** against a **TN of 24+[3×ML]** (each attempt 16 AP).

7-9 **Failure:** *The ghosts curse you.* Draw 5 *Loot Cards*. Every trap drawn is immediately played on the character. Discard the rest.

Success: *The character wins and receives a fortune.* Draw 5 *Loot Cards* and discard and redraw any traps.

Critical success: *You are a natural gambler!* Same as *Success*, but afterwards draw additional 5 *Loot Cards*, choose one to keep and discard the remaining cards.

When placing the room, do not draw any monster cards. Place two *Goblins* on the *Loot* squares instead. If not attacked, they will simply stay here. They offer you to play a game with them at the table, roll a die (each attempt 18 AP):

10 **1-2:** *They are better players!* You have to give them 1 *Gold*.
4-7: *You won!* They give you 1 *Loot Card* (redraw traps).
8+: *They are completely intimidated by your game!* They flee, leaving 3 *Loot Cards* (redraw traps).

1D G-3: Wishing Well

Guardian of the well: Place a *Monster Marker* on the wishing well. As soon as a character walks past or stops on a square next to the well, place a *Gargoyle* on one of the *Loot* squares (player choice). This *Gargoyle* has 3 *Modifiers* (draw cards from the *Monster Deck* until you have enough *Modifiers*, discard all monster cards).

The wishing well is filled with coins. To gather coins, make a check using **PER+PSI+2D** against a **TN of 25+[3×ML]** (each attempt 9 AP) on one of the two *Loot* squares:

Failure: *Curse of the well:* Every character in the room loses 3 *Psi Points*.

4-5 **Success:** *Coins gathered:* Draw 3 *Loot Cards* and keep these as gold value for *Phase I*. The items or traps drawn are not used, only the gold value counts.

Critical success: *Blessing of the well:* Same as *Success*, in addition every character in the room receives 4 *Psi Points* (up to the maximum).

Whispers of the wishing well: For each coin thrown into the wishing well in *Line of Sight* (discard any item/trap with a gold value, roll multiple times for higher gold values), roll a die:

6-8 **1-2:** *Nothing happens...*

3-5: *You feel stronger!* +1D on your next attack (magic or weapon).

6-8: *The weakness is revealed!* Remove one modifier from a monster or alternatively give one monster the *Disarmed* status (-1D).

9+: *What the future holds:* Draw 3 *Loot Cards* from one of the three decks, re-arrange them in preferred order and place them back.

The book on the bench seems to contain information about the monsters plans. To read the information, make a check on 9-10 **PER+WIS+2D** against a **TN of 29+[3×ML]** (each attempt 9 AP). If successful, draw the next 5 *Monster Deck* cards and put them back on the deck in your preferred order.

1D G-4: Tomb Labyrinth

1-2 *The undead rise!* Place a *Zombie* on every *Loot* square in this room connected to the dungeon in addition to any normal revealed monsters.

3-4 *A larger room!* Place a *Secret Door* marker on the square with the red monster symbol, instantly connecting the rest of the room to the dungeon (place additional monsters and *Loot* markers).

5-6 *Flickering lights:* The candles and torches in the room flicker erratically, casting strange shadows. All characters and monsters standing on this *Room Tile* have -1D on their attack roll, as the shifting shadows obscure their vision.

Scent of preservation: A strange, sweet-smelling incense emanates from the burning candles. A character can focus on the smell and roll a die (each attempt 4 AP):

7+ **1-2:** *Overpowering and nauseating scent!* Lose 2 *Psi Points*.

3-7: *The scent clears the mind.* Gain 3 *Psi Points* (up to the maximum).

8+: *The scent invigorates.* The character gains 5 *Action Points*.

1D	G-5: Treasure Chamber
	<i>Hidden Trap:</i> Whenever a <i>Loot Marker</i> is searched within this room, roll a die before drawing <i>Loot</i> cards:
1-2	1-2: <i>A bolt flies towards you!</i> The character receives 3 Damage (armor can be used). Then draw the <i>Loot Cards</i> as usual.
	3-6: <i>Nothing happens</i> – draw the <i>Loot Cards</i> as usual.
	7-: <i>Small chutes open and the gold slips through your fingers!</i> Immediately remove all remaining <i>Loot Markers</i> from this room including the one you just tried to loot.
	<i>Mimic surprise:</i> Whenever a <i>Loot Marker</i> is searched within this room, roll a die before drawing <i>Loot</i> cards:
3-5	1-3: <i>A Mimic!</i> Place a <i>Shapeshifter</i> as close as possible to the character (activated at its initiative). Then draw the <i>Loot Cards</i> .
	4-7: <i>Nothing happens</i> – draw the <i>Loot Cards</i> as usual.
	8-: <i>Dead Mimic:</i> Draw one additional <i>Loot Card</i> , discard and redraw any traps!
	<i>Enchanted Treasures:</i> Not everything within these piles of gold is usable. <i>Loot</i> can only be searched for 5 AP . Whenever a character searches a <i>Loot Marker</i> within this room, draw 4 <i>Loot Cards</i> and count the gold coins on these cards:
6-7	6 or less coins: <i>The item you gain is cursed!</i> Discard any cards without gold, shuffle the remaining cards, draw one, and lose [Gold coins on this card × 3] Psi Points . Discard all cards.
	7-8 coins: <i>One item is usable!</i> Simply select one of the items and discard the other three cards.
	9-: <i>Great treasure!</i> Keep all items. Keep any traps as gold without activating them (no XP is rewarded).
8+	<i>You are sure, the chests have secret compartments.</i> On the <i>Orange Rune</i> square, a character can make a check using AGI+PER+2D against a TN of 30+[2×ML] (each attempt 14 AP). If successful, draw 2 <i>Loot Cards</i> and redraw any traps.

1D	G-6: Holding Cells
	<i>Opening the door triggers a teleport spell meant for escaping prisoners!</i> Populate the room with monsters and loot. Then, all characters in the dungeon immediately make a check using
1-4	AGI+PSI+2D against a TN of 27+[3×ML] in a fixed order. The first to fail is teleported to the <i>Green Rune</i> of G-6, the second to the <i>Loot</i> square in the other prison cell. Alternate after that and place characters on free squares as close as possible.
5-6	<i>Hidden cache:</i> Place 3 <i>Loot Markers</i> on the red monster square and place an additional monster on the <i>Green Rune</i> square.
	<i>Earlier prisoners apparently used some debris to create a makeshift bridge across the hole.</i> Place 3 Rubble Markers across the <i>Hole</i> . Characters and monsters can move onto the <i>Rubble</i> , but this counts as <i>Difficult Terrain</i> (+1 AP). Whenever a figurine walks over the rubble, roll a die . If you roll a 1-4, remove a <i>Rubble Marker</i> and the character or monster takes 3 Damage (armor can be used).
7-9	<i>A desperate prisoner pleads for help.</i> To free him from his chains, deal [ML+2] Damage to the <i>Green Rune</i> square (any attack, target of 10). Once freed, he reveals loot info: Draw 5 Loot Cards from any deck and re-arrange them as desired.
10	

1D	G-7: Laboratory
	<i>Volatile Mixture!</i> As you enter, a beaker on one of the tables tips over, releasing a cloud of pungent gas into the whole dungeon. Every
1-3	character must make a check using CON+AGI+2D against a TN of 26+[2×ML] . If unsuccessful, they receive 1 Poison Marker and lose 4 Action Points .
	<i>One of the pots on the tables contains multiple trapped spirits.</i>
4-7	Whenever a monster is defeated on this <i>Room Tile</i> roll a die : If you roll a 1-4, place a Wisp on the <i>Blue Rune</i> . This also applies for the <i>Wisp</i> itself!
	<i>The books on the tables hold arcane knowledge.</i> A character on the <i>Blue Rune</i> can study them using a PER+WIS+2D check against a TN of 32+[3×ML] (each attempt 14 AP). On success, they can immediately search through one of the Loot Decks and take the next <i>Psi Spell</i> they find. Shuffle the remaining cards and place them back on top of the deck.
8-9	
	<i>There is a brightly colored potion on the table.</i> The first character to drink this potion for 5 AP while standing on the <i>Blue Rune</i> rolls a die :
10	1-3: <i>You shrink!</i> They have -1D on all rolls until <i>Phase H</i> next round.
	4-7: <i>You grow bigger!</i> Gain +1D on all attacks and the defense until <i>Phase H</i> .
	8-: <i>You feel faster!</i> Gain 25 Action Points immediately.

1D	G-8: Antechamber
	<i>An energetic pulse emits through the dungeon and everyone feels paralyzed.</i> You notice, that the statues stored here have probably once been human! As soon as this room is revealed, every character in the dungeon makes a check using CON+AGI+2D against a TN of 20+[4×ML] . Any failing character is immediately petrified until <i>Phase H</i> . It is similar to unconscious, but does not trigger the <i>Doom Counter</i> and does not end the scenario if all characters should be petrified. Monsters will attack characters not petrified first or attack the nearest petrified with automatic [ML] Damage .
1	
	As soon as you place this room, you notice that the door in the middle of the room already has been destroyed . Place a <i>Secret Door</i> marker on the door and continue to reveal additional rooms to close the <i>Open Side</i> on the other half.
2	
	<i>The statues are real!</i> Place a Gargoyle on the <i>Loot-square</i> with the large statue that is connected to the dungeon. The other side behind the door is ignored.
3-4	
	<i>Each painting seems to host a living being!</i> If a character wants to free a being from a painting, move to the same square and make a check using WIS+PSI+2D against a TN of 26+[2×ML] (each attempt 10 AP):
5-7	Success: You free an adventurer. He immediately gifts you 3 <i>Loot Cards</i> (discard any traps and redraw).
	Failure: This was not a human, but a shape-shifting abomination! Place a <i>Shapeshifter</i> as close as possible to the triggering character.
8+	<i>The paintings seem to be enchanted: Objects constantly fall out of them towards the floor.</i> Place 4 <i>Loot Markers</i> on every square with a painting. Traps are still triggered as usual!

ADDITIONAL RULES

Additional information, new components and
Room Events for the expansion *Arcane Abominations*

*This mini rule booklet gives you the component list of the expansion,
and information about the new characters and new content.*

*In addition you can find matching Room Events for the new room
tiles, extending the Room Events booklet from the base game.*