

# RPG VARIANT RULES



## SET UP

Follow all normal instructions for game and scenario card set up, except for the following changes:

- **Mythos cup:** 2 players: Remove 1 headline and 1 clue token. Do not add in blank tokens, and only use 7 headline cards. 3 players: Add 2 blank tokens. 4 players: Add 4 blank tokens. 5 to 6 players: Add 5 blank tokens, 1 gate burst token, and 1 monster token.
- Spawn starting clues (top 3 cards of the event deck), and place 2 starting doom (bottom card of event deck) in the identified space.
- Create monster deck, codex, and final setup according to the scenario sheet.

## INVESTIGATOR PHASE (Updated)

Take 3 actions per turn in any order - with 1 action reserved for an encounter.

- Example: Move, Ward, Encounter. OR Encounter, Move, Attack. Etc.
- **Limitations:**
  - When "delayed," you take 1 less action on a turn: 1 being a normal action and 1 being an encounter action.
  - When engaged with a monster, you are limited to 2 actions per turn, and cannot have encounters.
    - If you successfully evade or kill a monster on your turn, you may use any remaining actions for an encounter action.
  - If a card ability (ex: Pocket Watch) would give you an additional action per turn, you now have 4 actions (or in the case of a delay 3)
  - **Determination:** You may forfeit your encounter action this turn to take another action, including repeating a previous action (unless if engaged with a monster or in a neighborhood with an anomaly).
  - **Teamwork** (passive effect): Whenever you share a space with another investigator, including via astral projection, add +1 die to each test.

## ACTIONS: (Updated and New)

### Move:

- Move up to X spaces (x= character speed). You may spend \$1 to move 1 extra space. (No max)
- As long as you are not engaged with a monster, you may split your movement on a turn. Example: you spend 1 of your 2 movement to enter a space to take actions, then spend your last movement to end your turn in a space where you have an encounter.

### Gather Resources:

- Test Influence or Will - if successful gain \$2. If fail, gain \$1.

### Focus:

- Add 1 skill token to your character sheet. You may have multiples tokens of the same skill. (Focus limit based on character)

### Ward:

- Test lore. Remove 1 doom from your space per success. If 2+, gain a remnant.

### Attack:

- Direct: Test strength, minus monster attack modifiers. Deal damage equal to the number of success results.
- Ambush: When attacking an exhausted monster add 2 die to your roll. Monster engages you unless you pass an observation check.

### Evade:

- Test Observation, minus monster observation modifiers. Disengage and evade/exhaust the number of monsters equal to your test results.
- If all monsters in your space are evaded, take +1 action (may be an encounter action).
- Exhausted monsters are considered vulnerable. Follow up attack actions will be considered an "ambush" (Add +2 die to your attack action)

### Research:

- Test Observation. If successful, transfer clues equal to number of success rolls onto the scenario sheet.

### Reveal Arcana (NEW)

- As long as you are not engaged with a monster, you may spend 1 remnant to test Lore. If successful, draw 2 spells from the top of the deck. You may spend 1 sanity to acquire a spell and place the other at the bottom of the deck. May be cast immediately if applicable.

### Rest (NEW) - Pick one.

- Restore Health: Test Strength. Restore 1 Health for each success rolled (up to max) to any investigator or ally in your space.
- Restore Sanity: Test Will: Restore 1 Sanity for each success rolled (up to max) to any investigator or ally in your space.

### Spells

- Card effects that say **action** count as such on your turn.
- Before taking Sanity damage, test Will. If successful, prevent 1 sanity loss for each success rolled.



## ACTIONS (New)

**Ask for a Ride:** As an alternate to the standard move action, the active player may “ask for a ride” from a player with a vehicle that is in their space. (Cannot attempt if either player is engaged with a monster)

- To ask for a ride, test Influence: IF successful, you may travel up to X tiles away (x = amount the vehicle is able to move ) towards the location of the active players choosing. If you fail, complete your move action per normal.
- You may “ask for a ride” from a player even if they have used their move action this round.
- You can spend \$1 (from your supply) to move 1 extra space for a vehicle ride (No max). Consider this giving them extra gas money.

**Offer a Ride:** You may test Influence to persuade investigators in your space to hop on/in” to a vehicle you control. (Note: motorcycles can carry 2 investigators max).

- You may pause movement towards a destination to gain or lose a passenger (if gaining, you must test influence again).
- NOTE: Stella Clark’s “Delivery Truck” ability does not require an Influence check.

**Portal together:** same concept as above, but involves a player with the ability to open portals.

- IF the active player is able to add +1 more success than required for their ability, then may hold a gate open long enough for 2 (or more) investigators that share their space to travel through it.
- Alternately, the active player may open a portal that only other player(s) in their space travel through while the active player stays in their

current location.

## FREE ACTIONS (New)

**Trade:** Exchange any number of possessions or items (character specific cards are exempt) with another investigators “in your space.”

- Due to new split movement rules, “in your space” is no longer limited to where you end movement on your turn, but locations you pass through during a move action.

**Drop or Pick Up Items:** As a free action on your turn, pick up items left by another investigator, or leave behind items for another investigator to pick up later.

## ROLL MODIFIERS: (updated)

### Discard 1 Remnant:

- Negate up to 2 horror when casting spells.

### Discard 2 Remnants:

- Reveal an available clue card from the top 3 of the neighborhood deck during your encounter action.
- You may decide to activate this ability after drawing a standard encounter, but before reading it. If so, place the standard encounter back on top of the deck.
- IF there is an additional clue card in the deck, reshuffle the top 3 cards before continuing further actions.
- You may use this ability on cards added to the decks from other card effects or archive cards.

### Discard 1 Focus:

- Re-roll up to 3 die used during a test this turn (no limit on focus spent).
- Note: Kate Winthrop’s “Research Notes” adds a second +1 to die results if choosing not to re-roll after spending a focus.
- Note: Carson Sinclair’s “Quietly Indispensable” ability should now read “...you may spend one focus token to allow them to re-roll up to 3 die.”
- Note: Father Mateo’s “Memento Mori” re-roll ability may be applied before or after discarding focus.
- Note: Rex Murphy’s “Overcome All Odds” card decreases in value, and his “unlimited” focus limit still requires 6’s for success..

### Discard 1 Clue:

- Add up to 2 success to your die result.

## MONSTER PHASE

Activate ready monsters and move them their labeled speed (hunting, patrolling, and lurking).

- Activated monsters stop movement when they land on a space with an investigator and engage them.
- Engaged monsters attack, dealing labeled damage and horror.
- Exhausted monsters become ready, then engage any investigator in their space (if any), but do not move or attack this round.



## MYTHOS PHASE: (Updated)

### Draw 1 token per player.

- **Doom:** Place 2 doom in each space as indicated on the card drawn.
- **Doom Burst:** Additionally, each doom token drawn causes you to draw 1 more token. Resolve tokens in the order drawn.
  - Only ever draw 1 more token, even if the second token drawn is another doom.
- **Headlines:** If you draw a headline, all players are affected.
- **Notes:**
  - For an easier game, spread 2 doom only when pulling doom tokens during the mythos cup, and spread only 1 doom for any other "spread doom" card effects - including cards with double doom symbols.
  - For a harder game, spread 2 doom whenever "spreading doom" for any card effects (including headline, archive, or encounter cards effects) . Thus you would spreading 4 doom for any cards with double doom symbols.
  - Gate Burst (not to be confused with doom burst), still only places 1 doom in each neighborhood space per normal rules.

## STANDARD ACTIONS

- ☞ **Move:** Move up to 2 spaces. You may split your movement. Spend \$1 to move 1 additional space.
- ☞ **Gather Resources:** Test  or . If successful gain \$2. If fail gain \$1.
- ☞ **Focus:** Gain 1 focus token of your choice.
- ☞ **Ward:** Test . Remove 1 doom per success from your space. If removed 2+, gain a remnant.
- ☞ **Attack:** Test , minus monster attack modifiers. Deal damage equal to success result. *Ambush:* Add +2 die to your roll if monster is exhausted. Monster engages you unless you pass an  check.
- ☞ **Evade:** Test . Disengage and exhaust monsters in your space equal to your test result. If all monsters are exhausted, take +1 action.
- ☞ **Research:** Test . Transfer clues equal to success result to scenario sheet.

Whenever you share a space with another investigator, add +1 die to rolls.

## SPECIAL ACTIONS

- ☞ **Spells:** Test . Preserve sanity per success.
- ☞ **Reveal Arcana:** Spend a remnant. Test . If successful draw 2 spells. Spend 1 sanity to acquire one. Place the other on the bottom of the deck. You may cast it this turn.
- ☞ **Rest:** Test  or . Restore 1 health per successful strength roll, or 1 sanity per successful will roll (up to max). Results may be applied to you, an ally, or any investigator in your space.
- ☞ **Ask for a Ride/Offer Ride:** Test . If successful, travel with the vehicle owner toward the location of the active player's choosing (up to move limit). If failed, complete move action as normal.
- ☞ **Portal Together:** If +1 more success is rolled than required for a gate/portal, the gate may be held open long enough for 2+ players sharing a space to travel together.
- ☞ **Free Actions:** Trade, pick up/drop items.

While engaged with a monster, you can only focus, attack, or evade.

## ROLL MODIFIERS

- ☞ **Discard 1 Remnant:** Negate up to 2 horror from spell effects.
- ☞ **Discard 2 Remnants:** Reveal a hidden clue card from the encounter deck during an encounter phase. May be activated after drawing. Shuffle the unwanted encounter card back into the top 3 of the deck.
- ☞ **Discard 1 Focus:** Re-roll up to 3 die used during a test this turn (no limit on focus spent).
- ☞ **Discard 1 Clue:** Add up to 2 success to your die result

## TURN PHASES

- 1. INVESTIGATOR PHASE:** Take 3 actions per turn in any order (1 less action if delayed), with 1 action reserved for your encounter. You may forfeit your encounter action this turn (only if not engaged with a monster) to take another action - includes repeating a previous action.
- 2. MONSTER PHASE:** Exhausted monsters become ready, notice and engage investigators in their space, but do not move or attack this round. Ready monsters move their max speed, stopping movement on a space with an investigator and attack them - dealing labeled damage and horror.
- 3. MYTHOS PHASE:** Draw 1 token per player. Doom Burst: Each doom causes you to draw 1 more token. Only ever draw 1 more token, even if you draw another doom. Resolve tokens in the order drawn. Headlines: Affects all players. Doom: Place 2 doom in each space as indicated on the card drawn.