



Optional Rules

This document contains optional variants to make the game harder. The variants are listed in order of least difficult to most difficult.

SHORT-STOCKED SOUVENIR SHOP

Investigators cannot buy Elder Signs at the Souvenir Shop.

TIME IS SHORT!

Advance the clock by 4 (or even 6) hours after each player's turn. Midnight still triggers after any turn in which the clock advances to or past the XII.

THE OUTSKIRTS ARE FULL

Each time a monster is added to the bottom of an Adventure card (because there wasn't an empty monster task in which to place it) add 1 doom token to the doom track. Doom tokens added in this way cannot cause additional monsters to appear.

THE END LOOMS

Each midnight, draw 2 mythos cards, applying the immediate and lingering effects of both.



ASHES TO ASHES...

For the truly hardcore: When an investigator is devoured, that player is eliminated from the game, as though you were battling the Ancient One. Don't forget to advance the clock on the eliminated player's "turn" for the rest of the game!

