

ELDRITCH HORROR CHAOS BAG VARIANT

RULES V1.1

VARIANT OVERVIEW

Chaos bag variant for Eldritch horror replaces big Encounter & Mythos phases with simple events that are part of every investigator's turn.

On their turn, an investigator:

- plays 2 Actions/Encounters
- draws and resolves a Mythos event

A pool of simple Mythos events is prepared in advance in accordance with the used Reference card and AO stage.

ACTION PHASE

There is no more Encounter Phase, instead Encounters are actively started by the player's Action.

Specifically, all Locations and Encounter tokens (*Clues, Gates, Expeditions, Mystic Ruins, Adventures, Rumors, Eldritch when applicable, etc.*) have:

- **Component Action:** Encounter this token/location

Monster tokens have:

- **Component Action:** Have a Combat Encounter with this monster then, if you have defeated it, you may perform 1 additional Action.

The duration of these Component Actions is considered the Encounter phase for the purposes of any game effect.

ACTION RESTRICTIONS

The limit is still 2 Actions per turn with no repeats (barring special powers) which means you can encounter some specific token only once per turn, but you can encounter two different tokens if you wish.

Standard order still applies: a player can't encounter other tokens/locations if there are monster tokens and can't encounter Epic monsters if there are regular monsters, on the same location.

MYTHOS PHASE

The Mythos phase is resolved after every player's Action phase by that player.

To resolve the Mythos phase, a player draws a Mythos event from the Chaos bag and applies its effect according to the table below.

Resolving the drawn event triggers any "at the end of the Mythos phase" effects.

NEXT TURN

After everything is resolved, the (first non-Eliminated) player on the left starts their Action Phase and the process repeats until Victory or Defeat.



- Advance Omen by one (1)



- Spawn one (1) Clue and the active player has an Encounter they did not take this turn, if possible (*standard order still applies: a player can't encounter other tokens/locations if there are monster tokens and can't encounter Epic monsters if there are regular monsters, on the same location*)



- Spawn one (1) Gate (*and one monster, as per core rules*)



- Resolve Monster Surge 1 (*place one monster on every gate with a matching omen, if there are none spawn a gate, as per core rules*)



- Resolve Reckoning for all non-player elements (*monsters, AO, Mythos cards*)



- The player with the Lead investigator token resolves Reckoning for all their player elements (*Possessions and Conditions*) then they pass the token to the (*first non-Eliminated*) player on the left



- Draw and resolve the effect of a Green Mythos card then return to the Chaos bag all previously drawn tokens indicated in the upper left corner of the card (*Omen, Surge & Clue*)



- Draw and resolve the effect of a Yellow Mythos card then return to the Chaos bag all previously drawn tokens indicated in the upper left corner of the card (*Omen, Player and Non-player Reckoning & Gate*)



- Draw and resolve the effect of a Blue Mythos card then return to the Chaos bag all previously drawn tokens indicated in the upper left corner of the card (*Clue*)

If you need to draw a token but the bag is empty then:

1. Advance Omen by one (1)
- 2. Return to the Chaos bag all Mythos event tokens except Green/Yellow/Blue
3. Add to the Chaos bag a number of Green/Yellow/Blue tokens as indicated for the next stage on the AO sheet, if any

DEPLETED MYTHOS

You can't lose by depleting Mythos since the bag is always restocked when empty.

CHAOS BAG SETUP

(Replaces "Build Mythos Deck" setup step)

Before the game, you must first prepare a pool of Mythos event tokens.

First, put 1 Omen token and 1 Game Reckoning token in the pool. Then, look at the chosen Reference card and add to the pool: a number of Player Reckoning tokens as the number of investigators on the card; a number of Gate tokens as indicated on the card; a number of Clue tokens as indicated on the card; a number of Surge tokens as indicated on the card.

At the beginning of the game, place in the Chaos bag the prepared pool of Mythos event tokens and a number of Green/Yellow/Blue tokens indicated for Stage I on the AO sheet.

MISCELLANEOUS

The Lead investigator token does not determine the Lead investigator, instead the active player, currently playing their Actions/Encounters or drawing a Mythos effect, is considered the Lead investigator for the purposes of any game effect.

The token itself is given to the starting player but is used to track player Reckoning and is passed along when resolving it (*see Mythos phase*).

At the end of the Mythos phase, if the Lead investigator is Eliminated they pass the token to the (*first non-Eliminated*) player on the left.

If an investigator is Delayed they tip their Investigator token on its side. They must spend their one (1) next Action to right their Investigator token and are no longer Delayed.

If an investigator is Delayed, as above, on an Action that is not an Encounter (*see Action phase*) their current Action ends and they must immediately resolve an Encounter they did not take this turn, if possible (*standard order still applies*).

NOTE

Anything not mentioned here stays and plays the same (*e.g. Setup, Preludes and other effects calling for Clues, Gates or Surges still use the standard values from the Reference card*).

MORE INFO

For the original post and discussion see: boardgamegeek.com/thread/2890913/mythos-phase-chaos-bag-variant

GOOD LUCK

Print table for enough tokens to cover all AOs and Reference cards.

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