

# ARKHAM HORROR

## Designer Dare

\*These are optional rules designed to challenge experienced players of *Arkham Horror* when playing a specific scenario.

### Echoes of the Deep (Nightmare Mode)

Nightmare Mode is an optional game mode designed to increase the difficulty of an existing scenario by adding content from expansions across the game line. To play Echoes of the Deep in Nightmare Mode, make the following changes during setup and gameplay.

### Setup Changes

- During step 4 of Setup, Create the Monster Deck, make the following changes:
  - If you have the *Secrets of the Order* expansion in your collection, remove all the *Cultist* monsters from the deck (2x Hooded Stalkers and 3x Occult Ritualists) and add all the *Spirit* monsters (3x Haunting Dead, 3x Raging Poultergeist, and 2x Stalking Wraith) to the monster deck.
  - Otherwise, add the Corpse Taker and the Tindalos Alpha to the monster deck.
  - If you are feeling especially daring, do both.
- During Step 5 of Setup, Create the Mythos Cup, make the following changes:
  - If you have the *Under Dark Waves* expansion in your collection, replace two blank tokens with 2 Spread Terror tokens. Create the terror deck using the “Feeding Frenzy” cards. Then place 2 terror tokens and 1 terror card in each neighborhood.
  - Otherwise, replace 1 spread doom token with a gate burst token.
  - If you are feeling especially daring, do both.

- During Step 10 of Setup, Choose Investigators, make the following changes:
  - Before players choose investigators, randomly select 1 investigator per player. Return those investigators to the game box. Those investigators cannot be played during this game.
- During Step 11 of Setup, Final Preparations, make the following changes:
  - If you have the *Dead of Night* expansion in your collection, find Headline card 38, Something Rotten in Arkham, and add it to the codex. If you searched for it in the headline deck, shuffle that deck.
  - Otherwise, the Lead Investigator gains a Dark Pact.
  - If you are feeling especially daring, do both.

### Gameplay Changes

- After an investigator draws a blank mythos token, that investigator rolls a die and resolves the effect below (this is not a test).
  - 1: Gain 1 random condition. If a Blessed or Driven condition is gained this way, flip it.
  - 2: Move each ready monster 1 space toward you.
  - 3: Suffer 1 horror.
  - 4: Suffer 1 damage.
  - 5: Discard 1 focus.
  - 6: Discard \$1.

