

*Monterey Jack

The Archaeologist

1

4

2

5



Wayfarer.

After you discover the last clue at your location: Search the top X cards of your deck for a **Charm** or **Relic** asset and play it, reducing its cost by X. X is the printed shroud of your location. Shuffle your deck. (Limit once per round.)
★ effect: +1. Gain 1 resource for each **Charm** asset and each **Relic** asset you control.

“You call this archaeology?”

8

6



* Monterey Jack

The Archaeologist



8

Deck Size: 30.

Deckbuilding Options: Rogue cards (♦) level 0-3, *Charm* and *Relic* cards level 0-4, Neutral cards level 0-5, up to 5 other Seeker cards (♣) level 0.

Deckbuilding Requirements (do not count toward deck size): Trusty Bullwhip, Buried Secrets, 1 random basic weakness.

Young Jack traveled the world with his father's

archaeological expeditions. Now a globe-trotting treasure hunter and an accomplished archaeologist in his own right, "Monterey" follows in his father's footsteps, securing the treasures of ancient civilizations and lost cultures. But after discovering a silver pendant with a familiar symbol on it, Monterey must explore his own past. Years ago, his father was found murdered with the very same sigil carved onto his forehead. The image has haunted Monterey's dreams ever since. But he's getting close. He won't stop until he solves the mystery of his father's murder... no matter what it takes.

1



Trusty Bullwhip

ASSET



Item. Weapon. Melee.

Fast. Monterey Jack deck only. Advanced.

➤: **Fight.** This attack uses  instead of . You get +2 skill value for this attack. If this attack succeeds, you may exhaust Trusty Bullwhip to deal +1 damage for this attack and automatically evade the attacked enemy.







TREACHERY

Buried Secrets

WEAKNESS



Mystery.

Advanced. **Revelation** – Put Buried Secrets into play in your threat area.

If your location can be investigated, you cannot move except by scenario card effects.

➡➡: **Investigate.** If you succeed, instead of discovering clues, discard Buried Secrets.





Relics of the Past

EASY / STANDARD



–X. X is the number of locations with 1 or more doom on them.





–1. If you are poisoned, reveal another token.



–3. If you fail, place 1 doom on your location.



–3. If you fail, the nearest ready unengaged *Serpent* enemy moves once toward your location.



Relics of the Past

HARD / EXPERT



–X. X is 1 more than the number of locations with 1 or more doom on them.



–2. If you are poisoned, reveal another token.



–4. Place 1 doom on your location.




–5. After this test resolves, the nearest ready, unengaged *Serpent* enemy moves once toward your location.



Something Else Stirs...

You've made your way to the Eztli ruins in search of ancient artifacts.

*This agenda gets +1  doom threshold.

Forced – When this agenda advances: Do not remove doom from locations in play.

Forced – When an investigator is defeated: That investigator shuffles each **Ancient** story asset they control into the exploration deck.

^{*}4

* Dweller in the Pit

Guardian of the Past

3



6

3



Creature. Elite.

Hunter. Retaliate. **Spawn** – Engaged with Monterey Jack.

Dweller in the Pit gets +1  health and +1  fight for each vengeance point in the victory display (max +3 fight).

Forced – After Dweller in the Pit deals damage to you, check your supplies: If you do not have the satchel, shuffle each **Ancient** asset you control into the exploration deck.

Victory 1.



ENEMY





Guardian of the Relics

From the darkness of the tunnel before you, the creature lumbers forward with a reptilian hiss.

*This agenda gets +1  doom threshold.

Forced – When an investigator is defeated: That investigator shuffles each **Ancient** story asset they control into the exploration deck.

12*



Catastrophic Ruin

The constant hissing echoes throughout the ruin. Snakes and serpentine humanoids close in on you, fangs beared and blades raised. Delving into these ruins has proved too dangerous to continue. You throw what few objects you had recovered at your pursuers, and then turn to flee back the way you came. At least, you think it was the way you came...

Each investigator who has not been eliminated is defeated and suffers 1 physical trauma.



Crumbling Ruin

As you traverse the tight corridors of the ruin, you feel a deep rumbling beneath your feet.

➤ If there are no clues on your location: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Objective – When each surviving investigator is at Inner Chamber, they may spend the requisite number of clues, as a group, to advance.

4




Trapped in the Tombs

You cautiously step into the inner chamber, a room that has been sealed away for untold ages. As you look around at the various markings covering the floor and walls, you hear the grinding of stone on stone behind you. You wheel about to see the secret passage sliding closed. With a resounding thud, it slams shut, leaving only an unmarked wall in its place. You're trapped!

Move each unengaged **Elite** enemy directly to Inner Chamber. Shuffle each of the following cards into the exploration

deck: Each of the set-aside **Ancient** story assets, the set-aside Vengeant Past treachery, each single-sided Location in play, and 1 copy of the set-aside Brood of Yig enemy for each vengeance point in the victory display.

Place 1  clues on each revealed Location (up to a maximum of its clue threshold).



Find the Way Out!

➤ If there are no clues on your location: **Explore**. Draw the top card of the exploration deck. If it is a connecting location, put it into play and move to it.

Objective – Get out with as many **Ancient** relics as you can! If each surviving investigator has resigned, advance.





Escape at Last

At long last, you have found your way back to the entrance of the tomb and have left the creatures in the darkness behind you.

(→R1)



Secret Passage

5



LOCATION

1

Ancient Ruins.

Revelation – If Secret Passage is connected to your location, put it and the set-aside Inner Chamber into play. Otherwise, shuffle it into the exploration deck.

Forced – After you enter Secret Passage: Check your supplies. If you have the compass, discover 1 clue from Secret Passage.

Victory 1.





Inner Chamber



LOCATION

Forgotten. Ruins.

The floor of this central chamber is intricately carved and glows strangely. The walls and floor are scuffed with signs of some past struggle.



Inner Chamber

X



4



LOCATION

2

Forgotten. Ruins.

➔ Spend X clues: Reveal the top X cards of the exploration deck. Draw 1 of the revealed cards and check your supplies. If you have chalk, you may choose 1 additional card and draw it. Shuffle the remaining cards into the exploration deck.

Victory 1.





Ancient Hall



3

LOCATION

2♣

Ancient. Ruins.

Forced – After doom is placed on Ancient Hall: Shuffle the top card of the encounter deck into the exploration deck. Any investigator at Ancient Hall may spend 3 resources to cancel this effect.

The crumbling hall dares you to venture deeper.





* Jade Crocodile

Effigy of the Guardian

ASSET



Item. Relic. Ancient.

Revelation – Put Jade Crocodile into play under your control. You must either place 1 doom on your location, or take 2 damage.

Forced – When you resign: Add Jade Crocodile to the victory display.

Victory 1.



*Obsidian Jaguar

Effigy of the Huntress

ASSET



Item. Relic. Ancient.

Revelation – Put Obsidian Jaguar into play under your control. You must either place 1 doom on your location, or the nearest enemy attacks you.

Forced – When you resign: Add Obsidian Jaguar to the victory display.

Victory 1.



* Citrine Snake

Effigy of the Child

ASSET



Item. Relic. Ancient.

Revelation – Put Citrine Snake into play under your control. If you are poisoned, take 1 direct damage. If you are not poisoned, put a set-aside Poisoned weakness into play in your threat area.

Forced – When you resign: Add Citrine Snake to the victory display.

Victory 1.



*Turquoise Eagle

Effigy of the Watcher

ASSET



Item. Relic. Ancient.

Revelation – Put Turquoise Eagle into play under your control. You must either place 1 doom on your location, or take 2 horror.

Forced – When you resign: Add Turquoise Eagle to the victory display.

Victory 1.





TREACHERY

Vengeant Past

Power.

Peril.

Revelation – For each *Ancient* story asset controlled by an investigator, you must either (*choose one*):

- ◆ Deal 1 damage or horror to that asset's controller.
- ◆ Shuffle that asset into the exploration deck.

After this effect resolves, shuffle Vengeant Past into the exploration deck.

