

ARKHAM HORROR

THE CARD GAME

RELICS OF THE PAST

CHALLENGE SCENARIO

Relics of the Past is a special challenge scenario for *Arkham Horror: The Card Game* designed to be played with Monterey Jack. This scenario can be played as either a standalone scenario or as a side-story inserted into any campaign. **In order to play this scenario, a copy of the *Arkham Horror: The Card Game Core Set* and *The Forgotten Age Campaign Expansion* are required.**

Parallel Investigators

Parallel investigators are alternate, print-and-play versions of investigators from existing *Arkham Horror: The Card Game* products. These investigators, along with their advanced signature cards, are fully playable in any scenario or campaign.

- When building a Monterey Jack deck, you may choose whether to use the original version or the parallel version of both his front side and his back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions. This means that you can use both original sides, both parallel sides, the original front side and parallel back side, or the parallel front side and original back side.
- Regardless of which version of Monterey you use, you may also optionally upgrade his signature cards to his new advanced signature cards (replacing the original versions). These versions are indicated by the Advanced keyword. These are included only as a set—if you choose to upgrade Trusty Bullwhip, you must also upgrade Buried Secrets. Doing so costs no experience, and may be done at any point between scenarios during a campaign. However, once this upgrade is made, it cannot be undone unless you are instructed otherwise.

Challenge Scenarios





























Challenge scenarios are special print-and-play scenarios that utilize existing products in the *Arkham Horror: The Card Game* collection, along with additional print-and-play cards, to create new content. These scenarios are designed with certain prerequisites in mind, in order to craft a challenging puzzle-like experience.

The *Relics of the Past* challenge scenario centers around the investigator Monterey Jack, and therefore has the following prerequisites:

- Monterey Jack must be chosen as one of the investigators when playing this scenario.

Standalone Mode

When played as a standalone scenario, follow the steps for Standalone Mode in the Rules Reference. Refer to the section below for additional setup instructions. When played as a standalone scenario, *Relics of the Past* has four difficulty modes. Construct the chaos bag with the following tokens:

- Easy:** +1, +1, 0, 0, 0, -1, -1, -2, -3, , , , , , , .
- Standard:** +1, 0, 0, 0, -1, -2, -2, -3, -5, , , , , , , .
- Hard:** +1, 0, 0, -1, -2, -3, -3, -4, -6, , , , , , , .
- Expert:** 0, -1, -2, -2, -3, -3, -4, -4, -6, -8, , , , , , , .

Side-story (Campaign Mode)

A side-story is a scenario that may be played between any two scenarios of an *Arkham Horror: The Card Game* campaign. Playing a side-story costs each investigator in the campaign a certain amount of experience. Weaknesses, trauma, experience, and rewards granted by playing a side-story stay with the investigators for the remainder of the campaign. Each side-story may only be played once per campaign.

When this scenario is played as a side-story during a campaign, play it as if you are setting up the next scenario in the campaign, with the same chaos bag, weaknesses, trauma, and story assets previously earned.

Investigators can only play *Relics of the Past* as a side-story if Monterey Jack is in the campaign. Playing the *Relics of the Past* side-story costs Monterey Jack 3 experience, and each other investigator only 1 experience.

Explore

- Some abilities in this scenario are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the “activate” action.
- When resolving **Explore** abilities found in this challenge scenario, follow all of the rules as outlined on page 3 of *The Forgotten Age* campaign guide, with the following exceptions:
 - If an enemy is drawn from the exploration deck, it is resolved as normal. If it is discarded, place it in the encounter discard pile as you would normally. This is considered an “unsuccessful” exploration.
 - If a story asset is drawn from the exploration deck, resolve its revelation effect. This is considered a “successful” exploration.

Expansion Symbol

The cards in the parallel investigator series can be identified by this symbol before each card’s collector number.



Challenge Scenario: Relics of the Past

To better understand our future, we must first understand our past. It didn't take long for the reports of Miskatonic University's failed expedition to the jungles of Mexico to reach your ears. Stories of step pyramids, mythical serpent-people, and otherworldly artifacts in places previously thought uninhabited have piqued your interest. It didn't take you long to pack your bags and make plans to head down and investigate it yourself. The Miskatonic University expedition made it into the ruins but struggled to make any progress. Your heart races as you begin to consider what other forgotten treasures lie undiscovered in the heart of the tomb.

Proceed to **Setup**.

Supplies

- ☞ *Relics of the Past* uses a list of supplies unique to this scenario. Supplies have no inherent effect, but may be referenced by card abilities. Each investigator may choose one of the supplies listed below to bring for the expedition (if there is only one investigator, they may choose two supplies instead).
- ☞ If playing *Relics of the Past* as a side-story in part of a larger campaign, supplies from *Relics of the Past* are not carried over into following scenarios.
 - ◆ Additionally, if playing *Relics of the Past* as part of a side-story in *The Forgotten Age* campaign, any supplies used in the campaign are not available for use while playing *Relics of the Past*.
- ☞ Available supplies:
 - ◆ **Chalk:** For writing on stone surfaces.
 - ◆ **Compass:** Can help keep your bearings.
 - ◆ **Journal:** To keep a record of the events of the expedition.
 - ◆ **Satchel:** A safe place to store anything you find in the tomb.
 - ◆ **Torches:** Can light up dark areas, or set sconces alight.

Scenario Setup

- ☞ Gather all cards from the following encounter sets: *Relics of the Past*, *The Doom of Eztli*, *Agents of Yig*, *Deadly Traps*, *Forgotten Ruins*, *Poison*, *Serpents*, *Yig's Venom*, *Chilling Cold*, *Locked Doors*, and *Midnight Masks*. Each of these sets except for *Relics of the Past* can be found in the Core Set and *The Forgotten Age Campaign Expansion*. These sets are indicated by the following icons:



When gathering *The Midnight Masks* encounter set, only gather the 5 treachery cards (2x False Lead and 3x Hunting Shadow). Do not gather the locations, act, agenda, and scenario reference cards from that set.

- ☞ Remove the original scenario reference card, acts, and agendas from *The Doom of Eztli* encounter set from the game. Use the new scenario reference card, acts, and agendas provided in the downloadable *Relics of the Past* encounter set when setting up the game.
- ☞ Remove the following cards from *The Doom of Eztli* encounter set from the game: the Relic of Ages asset, the Harbinger of Valusia enemy, and the Secret Passage, Ancient Hall, and Chamber of Time locations. These cards are not used in this challenge scenario.
- ☞ Build the exploration deck. This is done by taking the five single-sided locations and shuffling them together with each of the following: one copy each of the Deep Dark and Final Mistake treacheries, and three copies of Pit Viper.
 - ◆ If playing on Hard or Expert difficulty, also shuffle in one copy of Locked Door and one copy of Entombed.
- ☞ Set the following cards aside, out of play: the Vengeant Past treachery, the Inner Chamber location, the three Brood of Yig enemies, each of the four **Ancient** story assets, and each copy of the Poisoned weakness.
- ☞ Put the Entryway into play.
 - ◆ Each investigator begins play in the Entryway.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.
- ☞ You are now ready to begin.

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: Proceed to **Resolution 2**.

Resolution 1: *With a lash of your whip you swing over the final gap, and a quick roll gets you under the closing stone door before it seals behind you. You rise to your feet, looking out over the jungle before you, breathing the humid air once more. Checking your gear one last time, you see a scaly, serpentine stowaway has found its way into your bag. Grabbing it behind the head, you toss it softly into the grass and watch as it slithers away with a hiss.*

You'll have to be satisfied with what you've learned, and what you've found, in the Ruins of Eztli. Time to put the jungle behind you.

- ☞ Monterey Jack earns experience equal to the combined Victory X value of each **Ancient** story asset in the victory display.
- ☞ Each other investigator earns experience equal to the combined Victory X value of each enemy and location in the victory display.
 - ◆ Check the supplies of each investigator who resigned. If the investigator with the journal resigned, each investigator earns 1 bonus experience.
- ☞ Monterey Jack may either upgrade Trusty Bullwhip to its advanced version, or downgrade the advanced version of Buried Secrets to its original version.

Resolution 2: *You race down the ruined corridor, the hissing of pursuing snake monstrosities echoing off the stone behind you. Your path leads you to a deep pit, and you are faced with a choice: try to cross the gap, or turn around to face your pursuers. You reach to your belt and retrieve your bullwhip, deciding to use it to cross the chasm. You lash the whip at an exposed tree root near the ceiling, and start your swing.*

With a heart-wrenching crack, the root snaps under your weight and you plummet into the chasm. You bounce off of sharp rocks as you tumble down, eventually landing in a shallow stream at the bottom. You spit blood, and then look up to see the eyes of the serpent-people peering down at you from far above, before they retreat back the way they came.

You struggle to stand, and consider the stream at your feet. You stumble along, following its path, hoping it will eventually lead you out.

- ☞ Each investigator earns experience equal to the combined Victory X value of each card in the victory display.
- ☞ Monterey Jack must either upgrade Buried Secrets to its advanced version, or downgrade the advanced version of Trusty Bullwhip to its original version.

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