MONTEREY JACK

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

Scenario Prerequisites

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

Campaign Mode

» To add *Relics of the Past* as a side-story to a campaign costs Monterey Jack **3 experience**, and each other investigator only **1 experience**.

Stand-Alone Mode

» Construct the chaos bag with your chosen difficulty.

» **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, 💀, 💀, 👹, 🗡, 🐙, 🦂, ⭐.

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.

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.
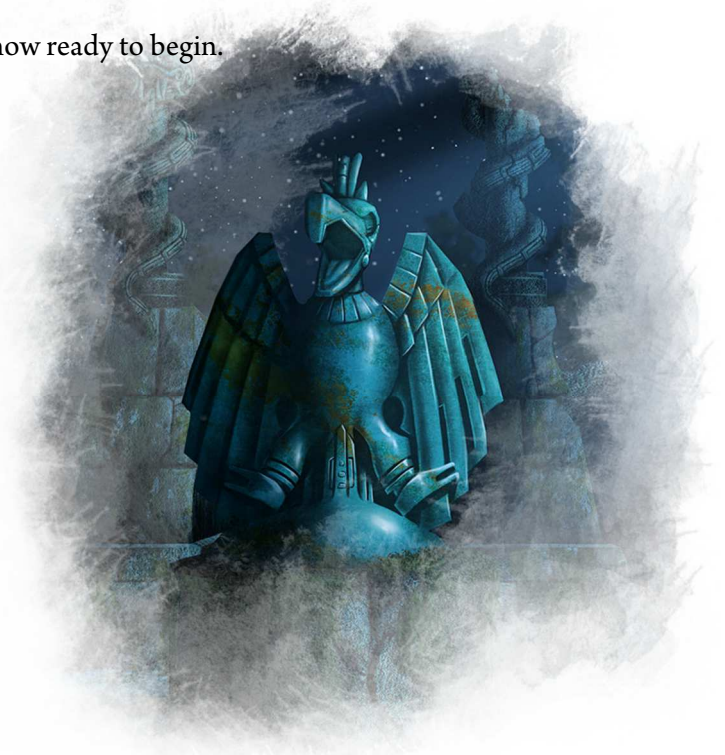
Some abilities in this campaign are identified with an **Explore** action designator. Such abilities are generally used to find new locations to put into play, and are initiated using the "activate" action.

Explore abilities instruct you to draw the top card of the "exploration deck," which is a separate deck that is constructed during the setup of some scenarios. This deck consists of several single-sided locations and treachery cards.

» Each Explore ability indicates a particular type of location that you are seeking to draw. If a location of that type is drawn, it is put into play, and you move to that location. This is considered a "successful" exploration.

» If any other location is drawn, place it next to the exploration deck, and draw the next card from the exploration deck. **Repeat this process until a location of the indicated type is drawn, or a treachery is drawn.** After this action has ended, shuffle each location next to the exploration deck back into the exploration deck.

» If a story asset is drawn from the exploration deck, resolve its revelation effect. This is considered a "successful" exploration.

» If a treachery card is drawn, it is resolved as normal. If it is discarded, **place it in the encounter discard pile** as you would normally. There is no discard pile for the exploration deck. This is considered an "unsuccessful" exploration.

» 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.

» As a single-sided location is put into play from the exploration deck, place clues on that location equal to its clue value.

When the game is complete:

» *If no resolution was reached (each investigator resigned or was defeated),*

» *If Resolution 1 (R1) was reached*

» *If Resolution 2 (R2) was reached*

...from page 29 (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.

...from page 29 (Resolution 2).

　　Jean cusses as you stumble away from Hangman's Hill, head hung low. "Sorry, my friend," he says. "The dead speak, but they don't always listen." A mordant call from inhuman lips sweeps

» 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.