

# ARKHAM HORROR

THE CARD GAME

## RETURN TO THE FORGOTTEN AGE

*Return to The Forgotten Age* is an expansion for *Arkham Horror: The Card Game* that modifies and enhances *The Forgotten Age* campaign. This expansion contains several new encounter sets, divider cards for organizing your collection, and new player cards you can use to customize your investigator decks.

### How to Use This Expansion

In order to use this expansion, begin a campaign of *The Forgotten Age* (or a standalone scenario from that campaign) using the setup instructions in *The Forgotten Age* Campaign Guide. However, when setting up a scenario using this expansion, find the new scenario card titled “**Return to (scenario name)**” and follow its additional setup instructions as well.

Each of these new scenario cards is included in one of the following encounter sets, which modify and enhance the original scenario:



**Return to  
The Untamed Wilds**



**Return to  
The Doom of Eztli**



**Return to  
Threads of Fate**



**Return to The  
Boundary Beyond**



**Return to  
Heart of the Elders**



**Return to  
Pillars of Judgment**



**Return to K'n-yan**



**Return to  
The City of Archives**



**Return to The  
Depths of Yoth**



**Return to  
Shattered Aeons**



**Return to Turn  
Back Time**

These encounter sets contain new challenges and new versions of old cards. When you are instructed to gather one of these encounter sets, follow the instructions on the new scenario card. Some of these cards replace old cards, while others are set aside or shuffled into the encounter deck.



For example: When setting up *The Untamed Wilds* using this expansion, find the card titled “*Return to The Untamed Wilds*” and follow its additional setup instructions.

This expansion also includes a *Return to the Rainforest* encounter set, which should be added to the original *Rainforest* encounter set during any scenario in which that encounter set is used.



**Return to the  
Rainforest**

Four brand-new encounter sets are also included in this expansion. These sets are designed to replace four encounter sets used in the original *The Forgotten Age* campaign:

	<i>Dark Cult</i>	→		<i>Cult of Pnakotus</i>
	<i>Expedition</i>	→		<i>Doomed Expedition</i>
	<i>Temporal Flux</i>	→		<i>Temporal Hunters</i>
	<i>Yig's Venom</i>	→		<i>Venomous Hate</i>

- ☉ *Cult of Pnakotus* replaces the *Dark Cult* encounter set from the core set.
- ☉ *Doomed Expedition* replaces the *Expedition* encounter set from *The Forgotten Age*.
- ☉ *Temporal Hunters* replaces the *Temporal Flux* encounter set from *The Forgotten Age*.
- ☉ *Venomous Hate* replaces the *Yig's Venom* encounter set from *The Forgotten Age*.

When you are instructed to gather one of these encounter sets, it replaces the original encounter set. Remove that encounter set from the game and use the replacement, as depicted.

## Variant: Randomized Encounter Sets

As an optional variant, for added chaos and replayability, you may choose to shuffle the old encounter set and the new one together, then randomly select a number of those cards to create a new encounter set. The total number of cards in the new encounter set should be the same as the number of cards in the original set (6 cards for *Dark Cult* + *Cult of Pnakotus*; 5 cards for *Expedition* + *Doomed Expedition*; 5 cards for *Temporal Flux* + *Temporal Hunters*; and 5 cards for *Yig's Venom* + *Venomous Hate*).

## Additional Explore Rules

Observe the following additional rules while resolving **Explore** abilities in *Return to The Forgotten Age*.

- ☉ 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.
- ☉ In some scenarios, there are additional changes to the explore rules. These changes are noted on the setup card for each scenario.

## Additional Campaign Guide Instructions

The following are additions to the Campaign Guide that players should read while playing *Return to The Forgotten Age*.

### Threads of Fate

After reading the scenario introduction, but before performing setup, read the following:

**Intro 7:** *As if you didn't already have several other pressing concerns, this morning's article in the Arkham Advertiser piques your interest: "Chaos in French Hill!" The article goes on to describe several strange happenings sighted around the estate of one Marshall Hastings in French Hill, an old and storied neighborhood of Arkham. According to the article's source—who goes unnamed—the mansion has become a tangled mess of overgrowth and serpents. The article reports that a recent expedition returned with several strange artifacts in tow, meant to be displayed in the Hastings manor. You wonder if this has anything to do with your expedition to find the Eztli. Even if these events are unrelated, your investigation might connect you with others who can assist you in turn.*

While resolving **Resolution 1**, resolve the following as well:

- ☉ If act 3g was completed, record in your Campaign Log that *the investigators recruited the help of another expedition*. Any one investigator may choose to include the Veda Whitsley story asset in their deck. This card does not count toward that investigator's deck size.
- ☉ Each investigator earns 1 additional experience for each act 2 and act 3 card that was completed during this scenario, as you gain insight into the schemes of the Brotherhood. **Additional experience gained for completing act cards during this scenario (including act 1 cards) cannot be spent to purchase cards. Instead, it must be spent to remove poison or cure trauma, or it must be converted to supply points, as outlined below.** Other experience gained can be used to purchase cards and/or for any of these other purposes, as normal.
- ☉ During the Resupply Point at the end of this scenario, there is no longer a limit on how much experience may be spent to remove trauma. Additionally, each investigator may convert up to 10 of their experience to supply points, at a rate of 1 supply point for every 2 experience converted.

## Heart of the Elders, Part 1

While resolving the “no resolution was reached” resolution for this scenario, instead of replaying **Scenario V-A: Heart of the Elders, Part 1**, the investigators may choose to proceed to the following resolution:

**Resolution 2:** *You haven't yet completed the puzzle of the six pillars that serve as the entrance to K'n-yan, but you don't wish to tarry any further in this hostile jungle. You decide to enter the cavern anyway, hoping that whatever “wards” the pillars represent are nothing but ancient superstition...*

- ☉ You have trespassed in a hostile land. Place pillar tokens on the Mouth of K'n-yan until there are exactly 6 pillar tokens. Then, for every pillar token added in this way, record two tally marks under “Yig's Fury” in your Campaign Log.
- ☉ As you pass by the pillars, intense pain wrenches its way through your body, and you are afflicted with a terrible curse. Each investigator who is poisoned takes 1 mental trauma. Each investigator who is not poisoned adds a set-aside Poisoned weakness to their deck.
- ☉ Proceed to **Resolution 1**.

## The Depths of Yoth

While resolving any of this scenario's resolutions, resolve the following as well:

- ☉ Check your supplies. If any investigator has sticky goop and an investigator “collected a strange liquid,” the liquid from the fountain dissolves the viscous substance, revealing a solid object beneath the ooze. Record “Key of Eztli” in any one investigator's supplies.

## Achievement List

The following is a list of achievements you may strive toward as you play the *Return to The Forgotten Age* campaign. These achievements can only be completed while playing with the *Return to The Forgotten Age* encounter sets. As you complete each of these achievements, check the box next to it. Try to complete all of them for the ultimate challenge!

- Why Did It Have to Be Snakes?:** Defeat twenty *Serpent* enemies. Keep track with tally marks in your Campaign Log.
- Watch Them Unravel:** Complete all four act decks during a single playthrough of “Threads of Fate.”

- Hope for Humanity:** Restore Ichtaca's faith in humanity in "The Boundary Beyond."
- Scenario 5-What?:** Skip "Heart of the Elders, Part 1."
- Beyond Perfection:** Complete all eight tasks on act 2 of "The City of Archives" during a single playthrough.
- I Remember Everything!:** Restore Alejandro's memories in "The City of Archives."
- Patricide:** Defeat Yig in "The Depths of Yoth."
- He's Got a Point:** Side with Alejandro in "Shattered Aeons."
- Valusia Sounds Great:** Side with Ichtaca in "Shattered Aeons."
- I've Built Up An Immunity:** Win *The Forgotten Age* campaign without ever becoming poisoned.
- We Have an Understanding:** Win *The Forgotten Age* campaign without ever dealing any damage to the Harbinger of Valusia.
- Who Needs Any of This Junk?:** Win *The Forgotten Age* campaign without purchasing any supplies.
- Don't Tread on Me:** Win *The Forgotten Age* campaign with no tally marks recorded under Yig's Fury in your Campaign Log.
- Bane of Yig:** Win *The Forgotten Age* campaign with 25+ tally marks recorded under Yig's Fury in your Campaign Log.
- If I Could Turn Back Time:** Forge your own path, unlock Scenario IX, and win *The Forgotten Age* campaign.
- Yoth Expertise:** Win *The Forgotten Age* campaign on Expert difficulty.

## Expansion Icon

The cards in the *Return to The Forgotten Age* expansion can be identified by this symbol before each card's collector number:



*Note: Some cards in this expansion are alternate versions of existing cards from the core set. In order to prevent players from being able to tell which card is which, the front side of some of these cards bears the same copyright information, encounter set number, expansion icon, and card collector number as its original version. The back side reflects the card's true set information.*

## Credits

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