# \* Monterey Jack





effect: +1. Gain 1 resource for each Charm asset and each Relic deck. (Limit once per round.) of your location. Shuffle your asset you control.

"You call this archaeology?"













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

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

Young Jack traveled the world with his father's archaeological expeditions Now a dehectrotting

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



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.





## **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.



## \*Dweller in the Pit

Guardian of the Past



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





## Catastrophic Ruin



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

deteated and suffers I physical trauma. Each investigator who has not been eliminated is

## As you traverse the tight corridors of the Crumbling Ruin

ruin, you feel a deep rumbling beneath

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

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





## Trapped in the Tombs



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

point in the victory display. Vengeant Past treachery, each single-sided location in play, and deck: Each of the set-aside Ancient story assets, the set-aside Shuffle each of the following cards into the exploration Move each unengaged Elite enemy directly to Inner Chamber. copy of the set-aside Brood of Yig enemy for each vengeance

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



## Escape at Last



(→**R1**)

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.







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











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

Victory 1.

Illus. Rob Laskey

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Victory 1.





Revelation – Put Citrine Snake into play under your control. If you are poisoned, take 1 direct damage. If you are not posioned, 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.



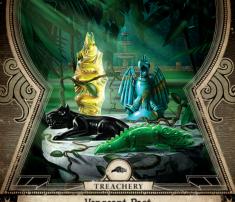


Forced - When you resign: Add Turquoise Eagle to the victory display.

Victory 1.

Illus. Rob Lask





## Vengeant Past

### 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.

