

ARKHAM HORROR

THE CARD GAME

Laid to Rest

CHALLENGE SCENARIO

Laid to Rest is a special challenge scenario for *Arkham Horror: The Card Game* designed to be played with Jim Culver. 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 Circle Undone 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 Jim Culver deck, you may choose whether to use the original version or the parallel version of both his front side and back side. Each version has its own advantages and disadvantages. You can also mix and match the two versions (*This means you can use both original sides, both parallel sides, or any combination of either original and parallel sides*).
- Regardless of which version of Jim you use, you may also optionally upgrade Jim's 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 Jim's Trumpet you must also upgrade Final Rhapsody. 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 *Laid to Rest* challenge scenario centers around the investigator Jim Culver, and therefore has the following prerequisites:

- Jim Culver must be chosen as one of the investigators when playing this scenario.
- Regardless of which version of Jim Culver is being played, the Jim Culver player **must** build a separate spirit deck according to the deckbuilding requirements on the parallel Jim Culver investigator card back.

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 *Laid to Rest* as a side-story if Jim Culver is in the campaign. Playing the *Laid to Rest* side-story costs Jim Culver 3 experience, and each other investigator 1 experience.

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, *Laid to Rest* has four difficulty modes. Construct the chaos bag with the following tokens:

- Easy:** +1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Standard:** +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Hard:** 0, 0, -1, -1, -2, -2, -3, -4, -5, -6, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.
- Expert:** 0, -1, -2, -3, -4, -5, -6, -7, -8, ♠, ♠, ♠, ♠, ♠, ♠, ♠, ♠.

Expansion Symbol

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



Challenge Scenario: Laid to Rest

The dead don't rest. No matter where you go, you hear them talking, whispering, weeping, screaming. Sometimes to each other, sometimes alone. They ramble on about the people they loved, or their job, or the money they hid under the floorboards before they died. Usually it's about food or drink. The dead are always hungry. Sometimes when they realize you can hear them, they crowd 'round real close and whisper in your ear. Last wishes and such. You try to help when you can, but usually the folks they want you to take care of are dead, too. You make a lot of empty promises, but at least it keeps them quiet.

It wasn't always this way. The dead started talking the day your father died in his shotgun house in the French Quarter. You saw him standing over his own body in the living room when you came home; he vanished before you could say a word. From then on, whenever you played your father's trumpet, you could hear a cacophany of voices. Some of them were human. But there were others, too. Piercing wails from inhuman lips. Guttural cries. And a crowd of shimmering, spectral faces peering out from the shadows.

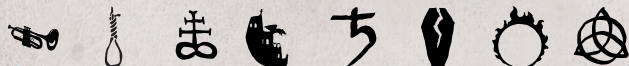
Jean helped you make sense of it all. He stopped to listen to you busking on a Bourbon Street corner and noticed the long look you gave to the ghost lying at your feet. He saw it too. Jean introduced himself as a medium and told you to meet him at his shop in Broadmoor. He told you all about the dead, and the things beyond the grave, and the price you'd pay if you kept company with 'em for too long.

It was the dead who led you to Arkham. You eke out a living playing your father's trumpet. The dead get louder when you play. Sometimes they even compliment your music. Last night, Jean found you busking outside the Clover Club, almost like the first time you met. You could tell something was wrong: his face was haggard, and he looked like he hadn't slept for days. Jean tells you that your father wants to see you, and that you need to go where the boundary between here and thereafter is thin. You tell him you know just the place. Hangman's Hill is rife with spirits. Maybe if you do them a few favors, they'll do you one in return.

Proceed to **Setup**.

Scenario Setup

- Regardless of which version of Jim Culver is being played in this scenario, construct the spirit deck using the deckbuilding requirements on the parallel version of Jim Culver's investigator card. Put The Beyond signature asset along with the spirit deck into play in Jim Culver's play area.
- Gather all cards from the following encounter sets: *Laid to Rest*, *The Wages of Sin*, *Anette's Coven*, *City of Sins*, *Inexorable Fate*, *Realm of Death*, *Trapped Spirits*, and *Witchcraft*. Each of these sets except for *Laid to Rest* can be found in *The Circle Undone Campaign Expansion*. These sets are indicated by the following icons:



- Remove the original scenario reference card, acts, agendas, and Spectral Web story assets from *The Wages of Sin* encounter set from the game. Use the new scenario reference card, acts, and agendas provided in the downloadable *Laid to Rest* encounter set when setting up the game.
- Randomly choose one of the two The Gallows locations, one of the two Heretics' Graves locations, and one of the two Chapel Crypt locations and put them into play, along with Chapel Attic (∞ 176a). Remove the other versions of The Gallows, Heretics' Graves, Chapel Crypt, and Chapel Attic (∞ 175a) from the game. Then, put Haunted Fields, Abandoned Chapel, and Hangman's Brook into play.
 - Put each location into play on its non-**Spectral** side. *Note: Flipping a location over from one side to another during this scenario does not "reveal" the new location.*
 - Place clues on each location without clues until each location has at least 1 clue on it.
 - Each investigator begins play in Hangman's Brook.
- Remove two of the Heretic enemies from the game at random. Shuffle each remaining Heretic enemy into the spirit deck, enemy side faceup.
- Spawn the double-sided Jean Devereux enemy at Hangman's Brook, (*Seeking Closure*) side faceup.
- Place a Ravenous Spirit enemy facedown beneath the following locations: The Gallows, Heretics' Graves, Chapel Attic, and Chapel Crypt.
- This scenario utilizes two separate encounter decks.
 - Separate each of the remaining cards with the **Spectral** trait and shuffle them together to build the spectral encounter deck.
 - Shuffle each of the remaining cards without the **Spectral** trait together to build the standard encounter deck.
- You are now ready to begin.

The Spectral Encounter Deck

During the setup of this scenario, two encounter decks are constructed: a "standard" encounter deck and a "spectral" encounter deck. Generally speaking, whenever an investigator would interact with the encounter deck, that investigator should use the standard encounter deck.

However, during this scenario, locations may flip over to their **Spectral** side. While an investigator is at a location with the **Spectral** trait, that investigator should use the spectral encounter deck instead of the standard encounter deck for all purposes, unless otherwise noted. This includes drawing cards from the encounter deck, as well as searching, looking at, revealing, or otherwise interacting with the encounter deck (or encounter discard pile) in any way. This also includes abilities that trigger when the encounter deck runs out of cards. If an effect specifically refers to the standard encounter deck or spectral encounter deck, it interacts with the specified deck regardless of the investigator's location.

Each of the two encounter decks has its own discard pile. Whenever an encounter card with the **Spectral** trait would be discarded, it is placed in the discard pile for the spectral encounter deck. All other encounter cards are discarded to the discard pile for the standard encounter deck.

Haunted

Haunted is an ability that appears on some locations. Each time an investigator fails a skill test while investigating a location, after applying all results for that skill test, that investigator must resolve all "**Haunted** –" abilities on that location. A location is "haunted" for the purposes of other card effects if it has at least one "**Haunted** –" ability (printed or otherwise).

The Beyond and The Spirit Deck

The double-sided The Beyond signature asset included in this set allows Jim Culver to attach **Ally** assets from the spirit deck to it, as spirits. The spirit deck is a separate deck that is shuffled facedown next to The Beyond when the game begins. It is immune to all player card effects except for the forced effect on The Beyond.

Spirits are in play but only retain their names and text boxes. Spirits do not take up any slots and do not have health or sanity values. When a unique spirit enters play, discard any assets that share its name. If an attached spirit would be discarded, it is placed on the **bottom** of the spirit deck, instead.

DO NOT READ until the end of the scenario

If no resolution was reached (each investigator resigned or was defeated): Proceed to **Resolution 2**.

Resolution 1: *Phantasmagoric shapes form and recede in the mist around you. As you take Jean's hands, the medium falls into a dead faint. In the dark, you glimpse your father's face: his laugh lines, his kind eyes, his smile. Your father is with you at last.*

The moment is broken by a sudden, gasping breath as Jean awakens. Before you can react, your father's face winks out of sight, leaving you alone. Despite the knot in your stomach, you feel a sense of relief in knowing that your father was here, however briefly, and that he saw you. As you help Jean to his feet, you hear your father's voice in your ear, whispering encouragement over the riot of ghosts bickering in your ears. You hope he never goes quiet.

- Jim Culver earns experience equal to the combined Victory X value of each enemy in the victory display.
- Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- Jim Culver may either upgrade Jim's Trumpet to its advanced version, or downgrade the advanced version of Final Rhapsody to its original version.

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 across the expanse, underscoring the medium's words.*

- Jim Culver earns experience equal to the combined Victory X value of each enemy in the victory display.
- Each other investigator earns experience equal to the combined Victory X value of each location in the victory display.
- Jim Culver must either upgrade Final Rhapsody to its advanced version, or downgrade the advanced version of Jim's Trumpet to its original version.

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