

The Pharaoh's Curse
The Axe-man Cometh

I

A man in a security guard uniform runs into the room - chased by a man waving a Fire Axe. The axe-man chops down with the axe into the fleeing man's back. The axe man cries out, "There's no escape. Jack's coming to get you all!" The maniac's eyes go jet black. He runs off - laughing hysterically.

The keeper places a Corpse Marker in a room which has at least one investigator in it. All the investigators in the room must, then, test Willpower.

Fail: Take 1 horror.

The Pharaoh's Curse
Jack Returns!

II

A maniac runs through the Museum corridors waving a bloody axe. He shouts, "My master is coming. I'm not hiding anymore!"

Place 'Jack' a named Maniac figure (with +1 extra health per investigator) in a room adjacent to the Foyer. Remove any other Maniac in play and transfer its samples to 'Jack'. 'Jack' carries a Fire Axe which adds 1 to his Damage Value.

Discard the 'Maniac Attack' Keeper Action card. The Axe card is placed in his space if the Maniac is killed.

The keeper gains 1 Threat if a Maniac was removed from play. The keeper may place a Corpse marker in the Exhibition Hall for 1 Threat.

The Pharaoh's Curse
The Dead Awake!

III

Ancient mummies covered in bandages rise from their sarcophagi.

The keeper may place Corpse Markers equal to the number of remaining investigators in the Exhibition Hall. Each marker must be placed in a space without a Corpse Marker.

All investigators in the Exhibition Hall must test Willpower.

Fail: Take 1 horror.

The Pharaoh's Curse
The Curse is Invoked

IV

The sound of chanting is heard. For 1 threat, the keeper may place a Cultist in a Corner Hallway.

Add an additional Time Event marker to the next Event Step Card if there are 3 or more remaining investigators.

IN ADDITION, FOR OBJECTIVE 1C ONLY, REVEAL THE OBJECTIVE. Place a named Mummy 'the Pharaoh Kephren' in the Exhibition Hall. Do not remove any existing mummy from play. He cries out 'Nyarlathotep' and other strange words in an inhuman dry rasping voice. You hear a screeching grinding noise as the statue of the Sphinx slowly moves towards the Gallery. For 1 threat, the keeper may move the Sphinx 1 space.

The Pharaoh's Curse
The Power of the Curse

V

1A: *The mummy starts to disintegrate. Its Ka must find a new host.*

At the end of the next Event Step, the keeper wins if at least one investigator was 'killed' (at any time); otherwise, investigators win. The named Mummy may only move one space in the final Keeper Action Step.

1B: *Will you resist the power of the Sphinx or will you become its servants?*

All investigators take 2 horror every Time Event Step.

1C: *Something huge is manifesting itself in the Museum which starts to collapse.*

All investigators take 1 damage and 1 horror and all monster figures take 1 damage every Time Event Step.

The Pharaoh's Curse
Objective 1A

The keeper places the 'Dark Pharaoh Khephren' (a named Mummy with extra health equal to the number of investigators) in a Corner Hallway.

Place a Corpse Marker in the Exhibition Hall or an adjacent room (in a space that has no Corpse Markers).

Pharaoh Khephren has returned. All is not lost; if he cannot find a suitable new body he will be destroyed.

The investigators win if the named Mummy the Pharaoh is killed.

The keeper wins after the last event is resolved and (at least) one investigator has been killed (at any time).

The Pharaoh's Curse
Objective 1B

The malign power of the Sphinx causes insanity. Can its riddle be solved?

The keeper may reveal this objective at any time. Gain the "Uncontrollable Urges" keeper action card and turn over the "Sphinx" keeper action card. The keeper wins if all remaining investigators have 0 sanity.

Once this objective is revealed, any investigator holding the Exhibit Catalog in the same room as the Sphinx may use an action to set up Rune Puzzle #9. Once set up, an investigator holding the Catalog may use an action to attempt the puzzle.

The investigators win immediately the puzzle is completed.

The Pharaoh's Curse
Objective 1C

The Sphinx is moving towards the altar to summon its master - Nyarlathotep!

The keeper wins immediately there are 2 or more Sample Tokens on the Altar and the Sphinx is in the Altar space. Turn over the "Sphinx" keeper action card so the Sphinx can move.

The avatar of Nyarlathotep is only vulnerable to the magic of Ra.

Once this objective is revealed, the investigators win, if the Eye of Ra is in the same room as the Sphinx card and an investigator holding the Exhibit Catalog successfully casts any type of spell in the same space as the Sphinx card. An attack spell can be targeted on the Sphinx.