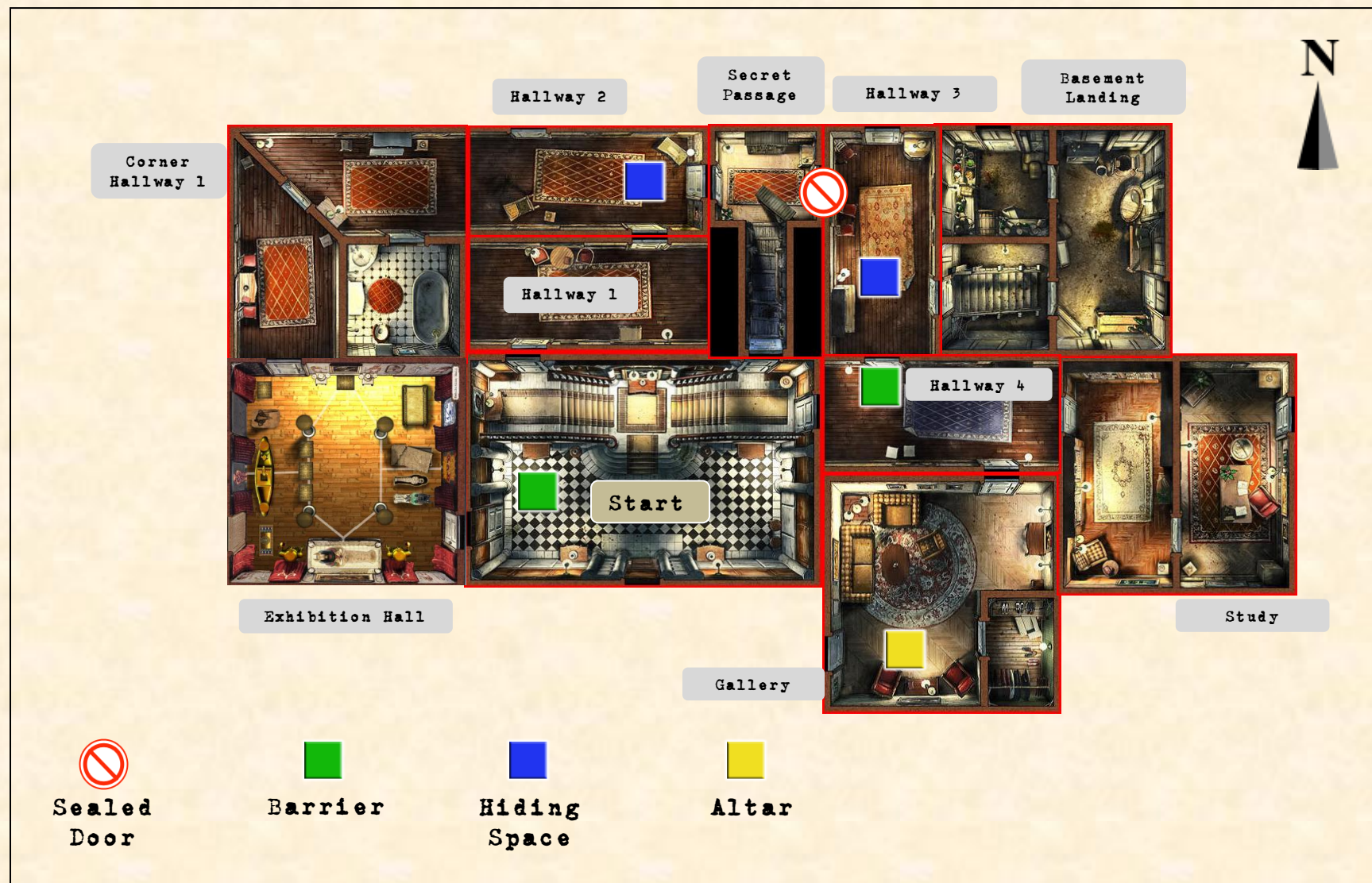


The Pharaoh's Curse



The Story So Far

Professor Walls works in the city museum. Last week, he contacted you concerning a strange incident...

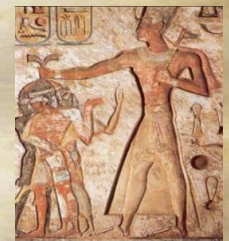
"I'm organising the museum's latest exhibition 'The Dark Pharaoh Khephren – Truth or Myth'. I've brought in extra security to guard the valuable artefacts which include the Pharaoh's sarcophagus and the mummies of his servants buried with him; together with the Sphinx of Khephren recently excavated from beneath the Great Sphinx. I found one of the new staff, Jack Roberts, kneeling in front of the statue of the Sphinx – arms outstretched – chanting and crying out the name Nyarlathotep. The word I recognised from an unusual and disturbing inscription I've been trying to translate. I challenged him about his behaviour but the stare from his cold vacant eyes caused me such an indescribable dread, I fled. The next day I told him to get out and not to come back! There have been disturbances at night and I think he's responsible but I don't understand how he's getting in. A few days ago I found my work rifled through. I now keep it locked away. The museum director, Dr. George Allenby, persuaded me not to involve the police because I've no real proof and he does not want the museum associated with a possible scandal. I'm going to start making spot checks at night in the hope of catching Roberts."

Late this evening you receive a rambling and incoherent telephone call from the Professor. He ends the call abruptly with a cry of

"Meet at the museum. The curse will doom us all!"

His call so disturbs you, you contact your companions and rush to the museum as quickly as possible.

Read the Keeper Action Cards, carefully, and then select investigators. For this scenario, Gloria Goldberg's Psychic Ability may not be selected and the character Darrel Simmons may not be selected. If there is only one investigator player, the player must run two characters.



The Keeper reads out the prologue.

