

The Pharaoh's Curse

Keeper Information

Story Choices

Carefully read the section 'The Story so Far' and then answer the following questions for the following 3 options:

Option 1. The curse is:

- 1a. the Pharaoh Khephren who must transfer his spirit to a suitable new body
- 1b. the insidious power of the statue of the Sphinx of Khephren which causes insanity
- 1c. the Great Sphinx who is been summoned by the Pharaoh aided by members of the Museum staff

Option 2. The Professor's Exhibit Catalog is in a secure cabinet in the:

- | | |
|--------------|----------------------|
| 2a: Basement | Select Clue Card 3A |
| 2b: Study | Select Clue Card 3BC |
| 2c: Library | Select Clue Card 3BC |

Option 3. Professor Wallis has been attacked and a trail of blood leads to:

- 3a: Hallway 2
- 3b: Hallway 3
- 3c: the Altar in the Gallery

Keeper Notes

Please note, there are two sides for the Sphinx Keeper Action Cards. The card is turned over if objective 1B or 1C is revealed so the Sphinx is able to move. The Sphinx is not a Monster and so cannot be targeted as a Monster. For instance, the guitar cannot be used to move the Sphinx.

The clue search is not solely linear. If Startling Evidence (or any other card) is used to reveal the next clue and Clue 3 has been found before Clue 4, reveal the location of Clue 2 and not Clue 4.

In the Exhibition Room and Corner Hallway 1, locks are seeded on top of Obstacles. The Lock is revealed when an investigator enters the room. The Obstacle is revealed when the room is explored.

If you do not want to print out the Exhibition Hall, it can be replaced by the Chapel – just remember it does not count as the Chapel for location requirements for Mythos Cards.

The crowbar is labelled as a key but is not used to open a lock or obstacle in this scenario.

At most two Mummy figures will be needed (with one a Named Mummy). A Mummy and a Dark Pharaoh figure (for the named Mummy) can be purchased from FFG. Alternatively, use the two Cult Leader figures.

Please note, for solving Lock Puzzle 2A, do not forget the puzzle only has to join the Start tile to the End tile.

Component Setup

Keeper Action Cards:

Command Minion, Evil Presence, Maniac Attack, Replace Skin, Take Sample, The Sphinx, and Undead.

Mythos Deck:

Bat, Gun, Stairs going down and Stairs going up.

Exploration Cards:

Claim the following 5 **Obstacle** Cards (?):

Hieroglyphs, Lockbox, Locked Cabinet, Power Failure, Puzzlebox

Claim the following 3 **Lock** Cards (L):

Electric Lock, Guarded Passage, Locked Door

Claim the following 5 **Exploration** Cards (to be placed on the board as per the story choice instructions):

Dhol Chants, Eye of Ra, Nameless Cults, Nothing of Interest and Startling Evidence

Claim the following 11 **Exploration** Cards to form the Random cards deck. After completing the placement of the set cards, shuffle the following cards.

Ceremonial Skull, Crowbar, De Vermis Mysteriis, Elder Sign, Fire Extinguisher, Knife, Lantern, Ruby of R'lyeh, Saturnian Wine, Sledgehammer, and Torch

Place to One Side 4 Exploration Cards

Place the "Axe", the "Brass Key", the "Silver Key" and the "Exhibit Catalog" exploration cards to one side as they may be needed during play.

For Objective 1B, place the "Uncontrollable Urges" keeper action card to one side as it may be needed later on in play.

Starting Threat and Mythos Cards

The keeper starts with 1 Threat and 1 Mythos card.

Exploration Card Placement

1. Foyer

Startling Evidence

2. Secret Passage

Option 3a or 3b: Clue Card 4

Otherwise: Random

3. Hallyway 4

Option 3c: Clue Card 4

Otherwise: Random

4. Hallway 2

Option 3a: Clue Card 3

Otherwise: Random

5. Hallway 3

Option 3b: Clue Card 3

Otherwise: Random

6. Gallery

Option 3c: Clue Card 3

Otherwise: Random

7. Basement Landing

Option 2a: Clue Card 2, Locked Cabinet (?)

Option 2b: Dhol Chants, Power Failure (?)

Option 2c: Nameless Cults, Lockbox (?)

8. Study

Option 2a: Nameless Cults, Lockbox (?)

Option 2b: Clue Card 2, Locked Cabinet (?)

Option 2c: Dhol Chants, Power Failure (?)

9. Library

Option 2a: Dhol Chants, Power Failure (?)

Option 2b: Nameless Cults, Lockbox (?)

Option 2c: Clue Card 2, Locked Cabinet (?)

10. Corner Hallway 2

Two Random, Guarded Passage (L)

11. Exhibition Hall and Corner Hallway 1

Form two piles of the following three cards:

Pile 1: Clue Card 1, Hieroglyphs (?), Electric Lock (L)

Pile 2: Eye of Ra, Puzzlebox (?), Locked Door (L)

For Objective 1A

Place Pile 1 in the Exhibition Hall and then place the other pile in Corner Hallway 1.

For Objectives 1B and 1C

Choose one of the piles and place it in the Exhibition Hall and place the other in Corner Hallway 1.

12. Bathroom

Nothing of Interest

Random Cards Placement

Randomly place one card from the Random pile in every empty room and then place an extra random card in the **Basement Storage** and the **Gallery**.

Prologue

After all players have finished setup, the keeper reads out the following:

The large foyer doors are unlocked. You go inside. A large granite statue of a sphinx dominates the foyer and appears to stand guard in front of the stairs. As you look at the statue, a sense of dread overwhelms you; its black starring eyes seem to stare straight into your soul. From an overturned information board, you read the statue depicts the Dark Pharaoh Khephren in the form of his god.

Both the information board and statue are spattered with blood. A trail of blood leads up the stairs to the landing and trails out in front of both of the doors on the right.

Place the Sphinx Keeper Action card in the Start Space and ensure the correct side is displayed. The Sphinx is not defined as a Monster and is invulnerable to all attacks (and all effects including stun and movement).

Epilogues

At the end of the game (unless the result was everybody loses) read out one the following epilogues:

1A – Investigators Win:

With a terrible scream, the mummy and its undead servants crumble into dust. Freed from the spell the Pharaoh Khephren cast on them, the surviving members of the Museum staff return to their senses. Before the police arrive, you manage to persuade them the deaths, devastation and temporary madness was caused by the lunatic Roberts and a gas leak he released. The Pharaoh has failed to find a suitable body for his Ka. His spirit has been cast into oblivion – never to return?

1A – Keeper Wins:

A colleague you thought dead staggers towards you and screams, *“My lord has chosen me as a vessel for his great Ka. Behold, he is ready to start his reign over this world of ignorant fools!”* The mummy of Khephren collapses and crumbles into dust and, at the same moment, the eyes of your companion go jet black. As your colleague speaks in a strange ancient guttural language, a strange force overwhelms your mind and you fall to the ground prostate – unable to move. Your final thought is, *“who can stop him now?”*

1B – Investigators Win:

A network of bright blazing cracks appears on the granite surface of the statue of the Sphinx. With a terrible cracking sound, it breaks in two. As you look around the museum, you realise much of the devastation has disappeared and people you thought killed are now alive. A man dressed in a smartly cut suit staggers into the room, *“I’m George Allenby – director of this blighted place. Thank you for releasing us from the nightmare world of madness of the Sphinx.”* When the police arrive, the museum director persuades them the museum staff suffered an outbreak of shared collective insanity. As you walk away from the wrecked cursed building, you keep repeating to yourself, *“But I survived, and I know it was only a dream.”*

1B – Keeper Wins:

As the Sphinx slowly moves towards you, your sight is filled by a vision of the blackness of its eyes. You become entranced for the remainder of your (soon to be ended) benighted life by the vast emptiness of infinite nothingness you see within.

1C – Investigators Win:

The chanting is reaching a crescendo when, suddenly, a burst of blinding bright lights shoots out of the Eye of Ra. A loud cracking sound fills the building as the large granite statue of the Sphinx splits in a thousand fragments. A man in a smartly cut suit brandishing a curved knife runs into the room and falls to his knees in front of the granite fragments; *“I, George Allenby, leader of the faithful servants of Nyarlathotep have failed you. I do not deserve to live!”* He slits his own throat and dies in a pool of blood. The other members of the Museum staff either flee the building or follow the example of their leader.

1C – Keeper Wins:

The chanting reaches a crescendo. Then, as the statue of the Sphinx approaches the large stone altar in the gallery and consumes the sacrifices, a man dressed in robes shouts out, *“At last, you have returned to us O Nyarlathotep to cleanse the world of unbelievers!”* As the statue becomes a hideous monstrosity which grows ever larger and the building collapses about you, a phrase lodges in your mind, *“And what rough beast, its hour come round at last, Slouches towards Bethlehem to be born?”*