

CURSE OF THE DARK PHARAOH

An excerpt from the Arkham Advertiser:

Professor Armitage, who spearheaded the relations with Cairo University to arrange for the trade, said that “acquiring the visiting museum exhibit is a bold step for Arkham University on the world stage,” adding that the semester’s course offerings would reflect the added research potential offered by the exhibit. Father Michael from South Church, on the other hand, has asked his parishioners to boycott the exhibit. The Father was not available for comment, but sources close to him say that he is still shaken from last year’s troubles, during which several shops closed and several mysterious killings occurred. Other sources, who requested to remain anonymous, say that another such series of “troubles” has already begun....

In the **CURSE OF THE DARK PHARAOH** expansion, a museum exhibit from mysterious Egypt has come to Arkham. Benignly titled “Legacy of the Pharaohs,” the exhibit in fact causes an influx of foreign cultists, supernatural events, powerful relics, and other dangers and mysteries, culminating in the all too familiar threat of an Ancient One awakening. And of course, the investigators are the only ones who can, by luck and lore and courage, stop it.

Game Components

CURSE OF THE DARK PHARAOH should contain these components:

- 76 Investigator Cards
 - 22 Exhibit Items
 - 21 Spells
 - 7 Allies
 - 26 Special Cards
 - 18 Barred from Neighborhood Cards
 - 4 Benefits
 - 4 Detriments
- 90 Ancient One Cards
 - 45 Arkham Location Cards
 - 27 Gate Cards
 - 18 Mythos Cards

This card expansion has two play styles: **VISITING EXHIBIT** and **PERMANENT EXHIBIT**. The **VISITING EXHIBIT** style is played as a stand-alone adventure that prominently features the new cards. The **PERMANENT EXHIBIT** style mixes the new cards in with the old, making the “Legacy of the Pharaohs” exhibit and the strange events surrounding it a part of the daily life of Arkham. Rules for both play styles may be found after the description of the new components and rules.

Component Overview

Most of the new Arkham Location, Mythos, Gate, and Spell cards follow the same rules as normal. The other components are described below.

Exhibit Items: These special cards are similar to Unique Items, but they have no monetary value and can only be gained through Arkham and Other World encounters. Exhibit Items are most likely to be gained at Arkham locations with the Unique Item symbol. Investigators will usually be given a choice between choosing an Exhibit Item and choosing a Unique Item.



Barred from the Neighborhood: Arkham is an insular town, and the powers and people there are not to be trifled with. When an investigator does something to anger those in power in a specific neighborhood, or perhaps because part of the neighborhood itself becomes repellent to him, that investigator is *Barred*. An investigator may enter the street of a neighborhood from which he is *Barred*, but he may not enter a location in that neighborhood during the Movement Phase.



There are two exceptions to this rule. First, an investigator may enter a location with an open gate, even if he is *Barred* from the neighborhood in which it is located. Second, an investigator may enter a barred neighborhood as a result of actions taken during other phases. For example, if an Arkham Encounter designates that an investigator may immediately move to another location, he may move to that location regardless of being *Barred* from the neighborhood in which it resides. Other examples of this sort of allowed movement include returning from being *lost in time and space*, being sent to Arkham Asylum as a result of going insane, being sent to St. Mary’s Hospital as a result of being knocked unconscious, and being *arrested*.

All Barred cards are discarded when the terror level goes up; the locals are too busy dealing with the monsters in their streets to notice you in their part of town, and you’re too busy saving the world to let a phobia or bad memory stop you!

If there are no Barred cards left for the neighborhood from which your investigator becomes *Barred*, you must take the appropriate Barred card from another investigator.

Allies: Rather than providing a bonus to your skills, as most Allies do, the Allies in this expansion give you bonuses to specific types of checks: Combat, Horror, Evade, and Spell checks. This means that they will tend to be more useful in combat and less useful during encounters. The exception is Sarah Danforth, who increases your investigator’s focus by 1.

Benefits and Detriments: Similar to Blessings and Curses, Benefits and Detriments bend the rules of the game slightly, either giving the investigators new options or making things harder. Each Benefit and Detriment has a certain event or situation described beneath the abilities it grants. If your investigator ever finds himself in that situation, he discards the Benefit or Detriment. For instance, an investigator with the Psychic Benefit loses the card if he is ever *lost in time and space*.

The four Benefits have blue frames similar to the Blessing card, and include Anointed, Private Investigator, Psychic, and Visions. The four Detriments have red frames similar to the Curse card, and include Harried, Local Guide, Tainted, and Wanted.

If another investigator already has a Benefit that you are told to draw, you *may* take it from her. If another investigator already has a Detriment that you are told to draw, you *must* take it from her.

Dual-Color Gate Cards: These special Gate cards match the colors of two encounter symbols; if either color on the card matches the encounter symbol of the Other World your investigator is currently in, resolve that card. In most cases you will resolve the



“Other” encounter, but if you are in the Other World specific to that card, you will have to face the Ancient One associated with that Other World!

New Rules

The encounters in **CURSE OF THE DARK PHARAOH** introduce one new term: *surprise*. When a monster *surprises* your investigator, you may not evade it; you must fight the monster. Additionally, combat follows the steps below for the first round of combat:

1. **Horror Check**
2. **Fight:** You may not attempt to flee during the first round of a *surprise* combat. If you defeat the monster, the battle is over.
3. **Monster Damage:** If you do not defeat the monster and you remain conscious, sane, and in the same space as the monster after this step is resolved, the combat continues as normal. Return to step 2 of a normal combat progression, Fight or Flee, and continue the combat until it is resolved.

VISITING EXHIBIT Play Style

In this play style, the “Legacy of the Pharaohs” museum exhibit has just arrived in Arkham, and will eventually pass on to its next stop. While it’s in town, however, the strange events surrounding the exhibit will occupy most of the investigators’ attention. Ancient relics from the time of the pyramids find their way into the investigators’ hands and tales of strange insects, old gods, and exotic visitors fill the streets and locations of Arkham. As a backdrop to these occurrences and possibly influenced by them, an Ancient One stirs in its slumber, opening gates to new and terrifying adventures in other dimensions.

WARNING: *This variant is for experienced players. Gates may open more often in unexpected places in this variant, and the Ancient One’s doom track is likely to advance quite rapidly! Such is the chaos created when powerful relics and ancient spirits are brought from a distant land into the already unstable mystical nexus that is Arkham.*

Setup

Set up the **ARKHAM HORROR** base board game as normal, but perform the following steps during **Step 6: Separate Decks**.

- 6a. Add the **Exhibit Item**, **Barred from the Neighborhood**, **Benefit**, and **Detriment** cards to the playing area, near the other Investigator card decks.
- 6b. Add the **CURSE OF THE DARK PHARAOH Spell**, **Ally**, and **Mythos** cards to the playing area, near their respective **ARKHAM HORROR** decks.
- 6c. Remove the **ARKHAM HORROR Location** and **Gate** decks and return them to the box. Replace them with the **CURSE OF THE DARK PHARAOH Location** and **Gate** cards, separated into their respective decks.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, all of the encounters in Arkham and in Other Worlds will be new. Likewise, many of the Mythos Headlines, Rumors, and Environments will be new. Most game rules remain the same, as do the game’s victory conditions. The following aspects of this variant deserve special mention:

Allies: Investigators can only gain **CURSE OF THE DARK PHARAOH** Allies through Arkham encounters, but Other World encounters may allow you to select from either Ally deck. Investigators who start with specific Allies as fixed possessions may take them from the **ARKHAM HORROR** Ally deck. When the terror level increases, an Ally should be randomly discarded from *both* Ally decks.

Exhibit Items: These special cards are similar to Unique Items, but they have no monetary value and can only be gained through Mythos cards, Arkham encounters, and Other World encounters. Investigators are most likely to gain Exhibit Items at Arkham locations with the Unique Item symbol. Investigators will usually be given a choice between choosing an Exhibit Item and choosing a Unique Item.

Spells: Spells are gained as normal. However, to allow players to discover and play with new Spells more easily, the **CURSE OF THE DARK PHARAOH** Spells are kept in a separate deck. Whenever a player would draw one or more Spells, she may choose which deck to draw from.

Mythos Phase: In order to highlight the new Mythos cards, draw from the **CURSE OF THE DARK PHARAOH** deck for the first Mythos Phase, then from the **ARKHAM HORROR** deck for the next Mythos Phase, alternating every turn. Keep a closed marker near the two Mythos decks; after you draw a Mythos card, place the closed marker on top of that deck to remind you to draw from the other deck on the next turn.

PERMANENT EXHIBIT Play Style

In this play style, the “Legacy of the Pharaohs” museum exhibit is here to stay, and becomes part of the normal life (such as it is) in Arkham. The Ancient One and its effects on the town take a higher priority than the mysteries of the museum exhibit, but its presence still causes ripples throughout Arkham’s occult and mundane communities.

Setup

Set up the **ARKHAM HORROR** base board game as normal, but perform the following steps during **Step 6: Separate Decks**.

- 6a. Add the **Barred from the Neighborhood**, **Benefit**, **Detriment**, and **Exhibit Item** cards to the playing area, near the other Investigator card decks.
- 6b. Add the **CURSE OF THE DARK PHARAOH Ally**, **Gate**, **Location**, **Mythos**, and **Spell** cards to their respective **ARKHAM HORROR** decks.

Then proceed with **Step 7: Receive Fixed Possessions**.

Gameplay

In this variant game, most of the encounters in Arkham and in Other Worlds will be familiar, but spread throughout them will be encounters, events, and characters that relate to the museum exhibit. While less likely to be encountered or acquired, new Allies and Spells are available in town and rare Exhibit Items may find their way into the investigators’ hands. All game rules remain the same, as do the game’s victory conditions. The following aspects of the **PERMANENT EXHIBIT** variant deserve special mention:

Exhibit Items: See the **VISITING EXHIBIT** variant, above.

Allies: When the terror level increases, two Allies should be randomly discarded from the Ally deck instead of only one.