

THE CURSE OF THE DARK PHARAOH (REVISED EDITION)[™]

An excerpt from the Arkham Advertiser:

After several delays, the "Legacy of the Pharaohs" exhibit at the Arkham Museum of History opened to the public last Tuesday to a large crowd. The exhibit features some of the oldest and most mysterious artifacts to be unearthed in Egypt, and is on display for the first time outside of Cairo.

The museum had scheduled the public debut of these items three weeks ago, but a series of strange troubles threatened to put the exhibit off indefinitely. Museum curator, Dr. Anthony Migliore commented, "We've had nearly a dozen employees unable to work due to illness or family tragedies. One of our docents stopped coming to work with no explanation at all." It is rumored that some of the artifacts intended for the display have gone missing, but Dr. Migliore vehemently denies this.

In the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, an ancient curse has fallen on Arkham. It is whispered that some of the strange artifacts on display as part of the "Legacy of the Pharaohs" exhibit have vanished. Those who seek these treasures find nothing but unspeakable horrors. Meanwhile, a dark and mysterious figure, garbed in ancient Egyptian raiments, has been seen roaming the streets. This man, it is said, is a living curse to all he encounters. Fear grips the city, and it falls to a small group of investigators to stop the supernatural evil that creeps through the streets of Arkham!

Game Components

The **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion contains these components:

- 76 Investigator Cards
 - 22 Exhibit Items
 - 18 Exhibit Encounter Cards
 - 21 Spells
 - 7 Allies
 - 4 Benefit Cards
 - 4 Detriment Cards
- 90 Ancient One Cards
 - 45 Arkham Location Cards
 - 27 Gate Cards
 - 18 Mythos Cards
- 1 Dark Pharaoh Herald Sheet
- 1 Ancient Whispers Marker
- 9 Patrol Markers



All cards from the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion are marked with a small Egyptian eye symbol on their fronts. This symbol will allow you to later separate them from your **ARKHAM HORROR** cards if you choose to do so.

Component Overview

The following are summary descriptions of the various components included in **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)**. They should help players identify the components and introduce players to how they are used.

New Investigator Cards

The new Spells and Allies are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.



The **Exhibit Item cards** represent the ancient Egyptian artifacts brought to Arkham as part of the "Legacy of the Pharaohs" museum exhibit. They are similar to Unique Items, but have no monetary value and can only be gained through Arkham, Other World, and Exhibit encounters.



Exhibit Encounter cards are drawn when an investigator is in the same street area as the Ancient Whispers marker during his Arkham Encounters Phase. These strange events are what befall the investigators as a result of their pursuit of the Exhibit Items.



Similar to Blessings and Curses, **Benefit cards** and **Detriment cards** represent special conditions that apply to investigators as a result of specific Arkham and Other World encounters. Benefit cards grant an investigator advantageous abilities, while Detriment cards force an investigator to suffer disadvantages.

New Ancient One Cards

The new Arkham Location, Mythos, and Gate cards are similar to those found in **ARKHAM HORROR** and can simply be shuffled into their respective decks.

Dark Pharaoh Herald Sheet



This sheet represents a powerful supernatural entity that is preparing the way for the Ancient One. This sheet is only used in the "The Herald" variant described later in these rules.

Ancient Whispers Marker



This marker represents rumors and reports about items from the "Legacy of the Pharaohs" exhibit appearing throughout Arkham. The marker moves through street areas, and when investigators encounter it, they draw an Exhibit Encounter card.

Patrol Markers



These markers are placed in street areas to represent the police and assorted citizens watching the streets to keep investigators out of their neighborhood. Investigators will need to use stealth when travelling through a patrolled area or wind up *arrested*.

Setup

Before you play your first game with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, carefully punch out the cardboard pieces so that they do not tear.

Integrating the Expansion and the Base Game

This edition of the **THE CURSE OF THE DARK PHARAOH** expansion is a revision of the original **CURSE OF THE DARK PHARAOH**, published in 2006. Many of the rules and game components from the original edition have been changed for this revision, and the revised edition is **not** intended to be used at the same time as the original edition. If players have cards from the original edition integrated into their base game, they should remove those cards and return them to the box before integrating the components from the revised edition.

Before your first game of **ARKHAM HORROR** using the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, shuffle the Allies, Spells, Arkham Location cards, Mythos cards, and Gate cards into their respective decks.

Expansion Setup

When playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion, perform the normal setup of the game as instructed in the **ARKHAM HORROR** rulebook, with the following additions and changes listed below:

1. Prepare Playing Area

Place the Ancient Whispers marker on the Miskatonic University street area. Then, place the Patrol markers near the board.

6. Separate Decks

Place the four Benefit cards and four Detriment cards near the other Special cards. Then, shuffle the Exhibit Items into a deck and place them near the Unique Items. Finally, shuffle the Exhibit Encounter cards into a deck and place them near the Arkham Location cards.

Determine Allies: Although seven new Allies are included in this expansion, only 11 total Allies are used in each game. When preparing the Ally deck, first examine the investigator sheets and determine if any specific Allies are part of an investigator's fixed possessions. If so, find those Ally cards and place them faceup on the table. Then shuffle the remaining Ally cards and deal out enough to create a total of 11 cards faceup, including those that are part the investigators' fixed possessions. Then return the others to the box. Players may examine the allies to see which ones will appear. Then turn the Ally cards facedown and shuffle them again to create the Ally deck.

Expansion Rules

These rules are used in addition to those in **ARKHAM HORROR** when playing with the **THE CURSE OF THE DARK PHARAOH (REVISED EDITION)** expansion.

Ancient Whispers and Exhibit Encounters

The Ancient Whispers marker indicates a street area where an Exhibit Item is rumored to have been seen. Ever since the "Legacy of the Pharaohs" museum exhibit arrived in Arkham, a flurry of stories have cropped up about ancient Egyptian artifacts from the exhibit appearing around town. At setup, the Ancient Whispers marker is placed in the Miskatonic University street area.

During the Arkham Encounters Phase, an investigator who is in a street area with the Ancient Whispers marker must have an Exhibit Encounter. The player shuffles the Exhibit Encounters deck and draws a card from the deck. The player then reads the text aloud, and performs any actions indicated by the card text.

Each Exhibit Encounter card includes instructions to move the Ancient Whispers marker to a new street area. If an investigator is in the street area that the Ancient Whispers marker moves to during the Arkham Encounter Phase, he does not also have an Exhibit Encounter. **No more than one investigator can have an Exhibit Encounter in a single turn.**

Once the player has resolved any actions indicated by the card and moved the Ancient Whispers marker, he returns the card to the Exhibit Encounter deck.

(Note that if a game effect results in a gate marker being in this street area, the investigator does not have an Exhibit Encounter, but is instead drawn through the gate.)

If the Ancient Whispers marker did not move during the Arkham Encounters Phase, it moves during the Mythos Phase as if it were a monster with the moon dimensional symbol according to normal monster movement rules. (When moving the Ancient Whispers marker, disregard the presence of investigator markers in its current street area.) If the Ancient Whispers marker did move during the Arkham Encounters phase, it does not move during the Mythos Phase. The Ancient Whispers marker may not be removed from the board by any game effect. Note that the Ancient Whispers marker does not affect, nor is it affected by, any other tokens or markers on the board.

Benefits and Detriments

Certain Arkham encounters and Other World encounters instruct players to take one of the four Benefit cards (Anointed, Private Investigator, Psychic, or Visions) or one of the four Detriment cards (Harried, Local Guide, Tainted, or Wanted). A player may only take a card if it is not already in the possession of another player. If the card is already possessed by another player, the instructions to take the card are ignored.

Each Benefit and Detriment card includes a description of the conditions under which it is discarded. When a Benefit or Detriment card is discarded, it is returned to the place near the board where it was placed during setup and is once again available to be taken by any investigator instructed to do so.

Players may have multiple Benefit or Detriment cards in any combination.

Patrolled Neighborhoods

Certain Arkham encounters instruct players to place a Patrol marker on a specific street area. If there is already a Patrol marker on the street area, do not add a second Patrol marker. The citizens in a neighborhood with this marker have grown suspicious of the gun-toting, occult-obsessed investigators and are eager to see these dangerous madmen thrown in prison.

A Patrol marker influences an investigator's movement in a manner similar to a monster marker. Each time an investigator attempts to leave a street area that has a Patrol marker, he must make a **Sneak (+0) check**. Likewise, if an investigator ends his movement in a street area that has a Patrol marker, he must make a **Sneak (+0) check**. If the investigator fails this check, he is *arrested*.

Whenever the terror level rises, remove all Patrol markers on the board. Once the people in a neighborhood are reminded of the greater supernatural threat that exists, they are no longer so quick to reject the investigators' assistance!

"The Herald" Variant

In this variant, the Dark Pharaoh, a powerful and malevolent being, has appeared to prepare the way for the Ancient One. This variant increases the difficulty of the game and makes use of the Dark Pharaoh herald sheet.

Setup

Set up the **ARKHAM HORROR** base board game as normal, performing the following additional steps during **Steps 5 and 11**.

5a. Place the Dark Pharaoh herald sheet to the left of the Ancient One sheet.

11a. Place the Dark Pharaoh monster token in the monster cup, even if Nyarlathotep is not the Ancient One.

Gameplay

This variant uses all of the standard rules and victory conditions, and adds the rules listed on the Dark Pharaoh herald sheet:

- Each time an investigator gains a Unique Item (including starting equipment), that investigator loses 1 Sanity.
- Each time an investigator gains an Exhibit Item, roll a die. On a failure, that investigator is *Cursed*.
- At the start of the Upkeep Phase, before rolling to get rid of Curses, each *Cursed* investigator loses 1 Stamina.
- All Mask monsters gain 1 toughness. In addition, each time a Mask monster is defeated, add one doom token to the Ancient One's doom track.
- If Nyarlathotep is the Ancient One and he awakens, his combat modifier increases by 1 (to -5, -6, etc.) and he has one extra doom token placed on his doom track (for a total of 12, 13, etc.) for each Mask monster on the board.

Credits

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