



# TOMB OF THE FORGOTTEN PHAROAH

A Horror Rules Adventure Script

by Jessica Jenkins

Horror Rules™  
The Simply Horrible Role-Playing Game



**Author:** Jessica Jenkins

**Editor:** Chris Weedin

**All Cover and Interior Artwork:** Chris Caprile

**Horror Rules Project Team:** Sarah "PB" Hoselton, Jessica Jenkins

**Official Playtesters:** Sarah Hoselton, Kelly Staymates, Kimberly Weedin, Darren Carey

**Special Thanks To:** God, in whom all things are possible; also to Kimmy (and the rest of the family) for supporting the obsession; and finally, to all of the countless characters who have lost their lives, and continue to do so, so that the world may be safe from evil.

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\* **Author's Note:** the makers of "Horror Rules" in no way condone the worship of or even a casual night out with any of the evil creatures, demonic beings or sinister demi-gods alluded to in this game or any of its supplements. We also don't condone wanton violence or destruction (in the real world) as an effective means of solving problems. In other words, it's just a game.



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**NO PAIN, NO GAME**

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## *Tomb of the Forgotten Pharaoh*

### STORY

Famous archaeologist Roy Jacobson has just unearthed a new tomb in the Valley of the Kings in Egypt. It appears that the unknown pharaoh was buried with even more valuables than the famous King Tut. New international laws, however, have forced Dr. Jacobson to act quickly or lose all rights to anything he discovers. Luckily for the Characters, they're all good friends of Dr. Jacobson and are rushed in for the job. Unluckily for the Characters, the resident mummy is NOT a good friend of Dr. Jacobson and will try to kill them all. Assisted by some of his loyal troops and a few delightful death traps, the sinister and cursed Pharaoh Ahna-ka-mun will do his level best to include the would-be archaeologists as permanent members of his tomb.

### SETTING

#### *Valley of the Kings, Egypt*

This dry, barren windswept country is a sun-blasted and scorching reminder that the desert is NOT a comfortable place. A cluster of tents, trucks and archaeological equipment serve as headquarters for Dr. Jacobson's dig site, but other than that there is nothing but sand in all directions.

#### **Hot Spot 1 – The Tomb of the Forgotten Pharaoh**

Built as a small pyramid and then buried under the sands, the tomb is the final resting place of the cursed and despicable Pharaoh Ahna-ka-mun. The only entrance is through a deeply sloping tunnel that Jacobson has painstakingly dug into the shifting sands, then through a door in the top of the pyramid and into the tomb proper. The interior of the pyramid is a labyrinth of corridors, stairways, empty rooms and treasure chambers, decorated at every turn by scarabs, pictographs and ancient Egyptian hieroglyphics, most of which are warnings that anyone who enters the tomb will be savagely destroyed and cursed for an oblivion.

### GOAL

#### *Escape*

After Jacobson gets whacked and the pharaoh

awakes, all heck breaks loose. The only hope for the PC's is to get out of the tomb and back to the surface before they're sealed in for eternity.


### CHARACTER LIMITS

- *Labcoat or Action only*
- *Must be living in Egypt and involved in archaeology, tomb-robbing, treasure hunting or museum work.*



### Style of Play

*Friday Night Horror Flick  
Limited Victims*



*Tomb of the Forgotten Pharoah*

**GAST 1**

**Name:** Dr. Roy Jacobson

**Char Type:** Labcoat

**Occupation:** Archaeologist

**BLK:** 2            **Morality:** Normal

**BRN:** 5            **Health:** 6

**COR:** 3           **Grip:** 12

**WIL:** 4            **Move:** 5

**Skills**

Science 4 (9)

Technical 3 (8)

Detection 4 (9)

Watchfulness 1 (5)

**Description**

A tall slender fellow in his early forties, Dr. Jacobson is the spitting image of the proper English archaeologist. He has short, well-groomed, sandy brown hair (graying at the temples), round horn-rimmed glasses, aristocratic features and delicate hands. He is always nattily arrayed in khaki trousers, shirt and jacket. Sturdy suspenders and a belt pouch of tools complete his ensemble.

**Brief**

One of the last of the gentlemen archaeologists, Dr. Jacobson takes his work seriously - so seriously that he is not above bending the law when it suits his needs. He is polite, well mannered and friendly but driven by his pursuit of ancient secrets. When he is on the scent of a new discovery, he focuses on little else and is often blinded to the dangers around him.

**Weapons & Equipment**

archaeologist's tools

*Tomb of the Forgotten Pharoah*

## BAD GUY 1

**Name:** Pharoah Ahna-ka-mun

**Grip Check:** Freak

**COR:** 4

**Health:** 50

**Fighting Skill:** 8

**Damage:** Sword - Severe

**Move:** 6

**Weak Spot:** 4

### Powers

- *Breath of Blackness:* This Short Range attack blows a cloud of black, thick, rotten, nasty air at the target, forcing him to make a straight WIL test or be knocked out. Those who pass are -3 to all actions while in the cloud. Victims may be awakened by Medical checks or wake naturally in 2D10 Rounds.
- *Call the Guards:* The Pharoah still has sovereign power over his faithful guards, and may summon them at will. This power takes a full Round to use, and every time it is invoked, three Mummified Guards (see Bad Guy #2) will appear to do their master's bidding.

### Skills

Watchfulness 7

### Vulnerabilities

- *Faith Attacks - Holy Terror*

### Description

Tall, muscular and obviously long dead. His wraps have been torn off and what is left is a very smelly rotten corpse in a loin cloth, still wearing the ancient headdress of the pharoah. He weilds a long, curved sword in combat and uses it with deadly skill.

## BAD GUY 2

**Name:** Mummified Guards

**Grip Check:** Scare

**COR:** 2

**Health:** 10

**Fighting Skill:** 6

**Damage:** Spear - Light

**Move:** 3

**Weak Spot:** 6

### Skills

Watchfulness 3

### Vulnerabilities

- *Light:* The Guards suffer -1 to all actions when exposed to bright lights; they will not venture into direct sunlight
- *Faith Attack - Smiting (Moderate Damage)*

### Description

Your typical mummies wrapped up in old musty linen. They are surrounded by the stench of stale embalming fluid. There are many places where the wrap is deteriorating, revealing the dry leathery skin underneath. They are not nearly as well preserved as the Pharoah, and don't get around as well as they used to. They remain, however, fearlessly loyal and will obey his every command. There are several dozen guards in all.

## MOOD

### 1. **A Good Old Fashioned Curse**

Labcoats should be encouraged to stop occasionally on the way down and decipher some of the strange hieroglyphics and pictographs that adorn the interior of the tomb. They all offer dire warnings to trespassers about desecrating the tomb and stirring up "the curse," up to and including death, dismemberment, disembowlings, horrible agony, eternal darkness and the wrath of "He Who Sleeps But Will Wake Again."

### 2. **Hurry!**

The script begins with a sense of urgency, a theme which should carry throughout the whole thing. For starters, Dr. Jacobson is under real pressure to get the goods out of the tomb or lose his claim to the government. Then, once the baddies attack, everyone else is under real pressure to get themselves out of the tomb or lose their lives.

### 3. **The Mysteries of Egypt**

Most of the flavor of this script comes from immersing your players in the environment. Bone up on your Egyptian/mummy/pyramid terminology (sarcophagus, scarab, Anubis, Ra, Nile, dynasty, burial chamber, embalming, etc.) and use it plenty. As usual, it doesn't matter if you're right or not (see Plot Flaws in the *Horror Rules* rulebook), just throw it on out there.

## PLOT PUSHERS

### 1. **Backsliding**

It's a lot of fun when people get near the exit to throw in a trap that dumps them back to the tomb chamber - especially if they find the exit quick. Use a trap door, fake-stairway-that-turns-into-a-slide or some other gimmick to put them back to square one. Throw in a couple of Mummified Guards who are waiting for them in the chamber and you've got yourself a real winner!

## CHAIN OF EVENTS

### 1. The Tomb of the Forgotten Pharaoh

The characters are all friends or acquaintances of Dr. Roy Jacobson and are living in Egypt. They receive an excited phone call from their friend who urges them to come to his dig in the Valley of the Kings with all haste. The Doctor refuses to give details over the phone and warns them not to tell a soul. When the characters arrive, they find Dr. Jacobson waiting impatiently outside a small unmarked tent far away from the main attractions in the valley. He tells them that he has made a once-in-a-lifetime discovery - a lost pyramid containing the remains of a previously unknown pharaoh. Jacobson explains hurriedly that new laws will prevent him from exploring or taking possession of any items in the tomb once the Egyptian officials learn of the find, and so he has called his friends to help explore and learn as much as they can before he loses access. He also adds that he has located the main burial chamber and that he's taking them their first. After handing out torches, Jacobson rushes the PC's down through a musty tunnel, through a stone arch and into a corridor of solid stone. He leads them deep into the buried pyramid, through long twisting passages, down worn and broken stairs and sloping ramps and through countless twists and turns. The PC's will notice that the walls are covered with pictographs depicting scenes of violence, war and bloodshed. Anubis, the god of the dead, is everywhere. Anyone pausing to decipher the hieroglyphics (use Science) will find numerous warnings about a sinister curse, eternal blackness and other terrible things (see "A Good Old Fashioned Curse" in Mood). Unfortunately, spending more than two Rounds deciphering will mean a character is lost as the rest of the group moves quickly ahead. Eventually the troupe passes through a giant room that opens up before them, filled with mounds of glittering treasure. Just past this room is a huge stone door covered with hieroglyphics. Dr. Jacobson is certain that behind the door is the burial chamber of the

Pharaoh Ahna-ka-mun, but he has so far been unable to open it. The PC's must help decipher the hieroglyphics (three successful Science rolls) to discover its secret. Along with many dire warnings, the pictographs give directions on how to locate and operate a secret switch that opens the door. Roy then proceeds to open the portal and walk in. As soon as he takes a step forward he activates a giant pendulum blade that falls from the ceiling and slices him in two (Scare check). Now the fun begins. A tremendous shuddering grinding noise erupts from the tomb, accompanied by a staggering blast of stale, musty, moldy air. The entire complex begins to shudder and shake, and it is clear to all that a booby trap has been tripped and that the pyramid is in the process of self destruction. Labcoats can confirm this without rolling. In precisely twenty Rounds, anyone still in the pyramid will be trapped for eternity. In addition to this troubling news, the characters can make out faint mumbling/moaning noises and a distant shuffling sound emanating from the dark tomb ahead as the mummies awake. At this point the characters' only hope is to escape. The burial chamber is filled with Mummified Guards as well as Pharaoh, who will attack if the PC's hang around. To get out, PC's must elect a leader who may attempt to find the way using either Science (at -2) or Detection (at -3). The guide must make three successful checks on this Skill *in a row*. Any failure means she has taken a wrong turn and must start again. Each time the character makes a check, whether successful or not, roll on the following encounter table using a D10:

1 - 2 **Nothing**

3 - 4 **Scare Check:** Strange noises, Mummified Guard grabs someone through a grating, swarm of creepy crawly bugs, stumble onto an embalming room with half-mummified bodies, etc.

5 - 6 **Mummified Guards:** Group is attacked by a group of undead, one for each PC

7 - 8 **Pharaoh Ahna-ka-mun**

9 - 10 **Trap:** A random PC triggers a trap (spear, pit, poison dart); roll an attack with Skill





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7, Moderate Damage or be creative

When (or if) the PC's finally reach the exit, have Pharoah Ahna-ka-mun pop up to block their escape. Go ahead... they've earned it.