TOMB OF THE FORGOTTEN PHARAOH

A HORROR SHORT

HORROR RULES 2 ADVENTURE SCRIPT

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VER 2.0

STORY

DESCRIPTION

World renowned archaeologist and adventurer Dr. Roy Jacobson has just unearthed a surprising new tomb in a remote corner of the Valley of the Kings. It appears that the unknown Pharaoh was buried with even more valuables than the famous King Tut! However, a tricky political situation has forced Dr. Jacobson to act quickly or lose his discovery. Luckily for the Characters, they're known to Dr. Jacobson and are hired to assist him in the frantic excavation. Unluckily for the Characters, the resident mummy is NOT a good friend of Dr. Jacobson and will try to kill them all. Painfully.

PLOT

Quest

The only hope for the PC's is to follow the clues and find the Ankh of Num-ak-anha, which is the only thing that can return The Pharaoh to his unholy rest.

PLOT POINTS

Limited Victims

Number of players +1

CASTING CALL

All Characters are former acquaintances, employees or associates of Dr. Jacobson and have been hired to work in the rapid (and questionably legal) excavation of the newly discovered tomb. Their occupation should match appropriately: archaeologist, adventurer, tomb-robber, common laborer, wealthy investor, equipment tech, etc.

SETTING

Valley of the Kings

This dry, barren windswept country near the modern city of Luxor, Egypt, is a sun-blasted and scorching reminder that the desert is NOT a friendly place. The location of many famous digs and discoveries (including the famed King Tut), it is in reality foreboding, hot and sweaty. Large sandstone cliffs rise out of the dunes and few people can be seen. Other than a few odd tour busses, there is nothing but sand in all directions.

Location 1 – The Archaeological Camp

A cluster of tents, trucks and archaeological equipment that serves as headquarters for Dr. Jacobson's dig site. The camp is well off the beaten path, tucked into a remote, especially barren corner of the Valley that seems to be perpetually shrouded in the shadows of the cliffs that loom ominously overhead. The Characters are the only living beings at the camp.

Location 2 – The Tomb of the Forgotten Pharaoh

Just the tip of this relatively small pyramid is visible, thrusting up from the shrouding sands. It is distinctive and ominious with its solid black coloring. The rest of the pyramid is buried under the sands, the final resting place of the cursed and despicable Pharaoh Ahna-ka-mun. The only entrance is through a massive door in the top of the pyramid and down a steeply sloping corridor into the tomb proper. The interior of the pyramid is a labyrinth of corridors, stairways, empty rooms and treasure chambers, decorated at every turn with scarabs, pictographs and ancient Egyptian hieroglyphics, most of which are warnings that anyone who enters the tomb will be ruthlessly, painfully eradicated and cursed for all eternity. Anytime a Character succeeds on a Science Test to decipher hieroglyphics, they lose 1 Grip. It’s breathtakingly disturbing.

CAST 1

Name: Dr. Roy Jacobson

Character Type: Labcoat
Occupation: Archaeologist/Adventurer

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), a neat mustache, round horn-rimmed glasses, aristocratic features and delicate hands. He is always nattily arrayed in khaki shorts and vest, red shirt and bright blue kerchief. A belt pouch of tools completes his ensemble.

Brief
One of the last of the gentlemen archaeologist/adventurers, 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 proper, 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 (and people) around him.

Weapons & Equipment
Archaeologist's tools

Bad Guy 1

Name: Pharaoh Ahna-ka-mun

BLK: 6
COR: 4
Health: 50
Grip Check: Freak
Attack: 8
Damage: Moderate (Sword)

Move: 5
Weak Spot: 0

Skills
Watchfulness 7

Powers
- *Breath of Blackest Night:* This Short Range attack blows a cloud of black, thick, rotten, nasty air that fills a space approximately 3 MP across. Everyone in the cloud must pass a WIL Test or be knocked out. Victims may be awakened by Medical Tests or wake naturally in 2D10 Rounds. Those who pass are -2 to all Targets while in the cloud. This Power may only be used once every 5 Rounds.
- *Summon the Royal Guard:* The Pharaoh still has sovereign power over his faithful personal bodyguards, and may summon them at will. This power takes a full Round to use, and every time it is invoked, a number of Mummified Guards (see Bad Guy #2) will instantly appear to do their master's bidding. There will always be 1 for every 2 Characters.
- *The Ankh of Num-ak-anha:* This holy relic was used to inflict the curse that bound the Pharaoh to his dusty tomb… and it can be used to send him back to it. While holding the Ankh, a Character may Test Science or Faith. If successful, absolutely nothing will happen. Exactly one Round later, the Pharaoh will freeze, disintegrate into black dust and *whoosh!* Back to his sarcophagus.

Vulnerabilities
- *Faith Attacks – Holy Terror*

Description
Tall, imposing, once muscular and now obviously long dead, the Pharaoh still cuts an impressive figure. Although in tatters, he is adorned with the ragged scraps of his mummy wraps and royal vestments, including the ancient headdress of the Pharaoh. Much of the cloth has either been torn off or rotted away and what is left is a very smelly rotten corpse. He wields a long, curved sword in combat and uses it with deadly skill.

Bad Guy 2

Name: Mummified Guards

BLK: 3
COR: 2
Health: 6
Grip Check: Scare
Attack: 5
Damage: Light (Spear)

Move: 3
Weak Spot: 6

Skills
Watchfulness 3

Powers
- *Halloween Party Camouflage:* While attending a costume party, they cannot be distinguished from any other guest.

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 and may have a few scarabs, scorpions or other crawlies inhabiting their bodies. There are many places where the wrap is deteriorating, revealing the dry leathery skin underneath. They are not nearly as well preserved as the Pharaoh, and don't get around as well as they used to. They remain, however, fearlessly loyal and will obey his every command, fighting to the undeath with their pointy royal guard spears. There doesn't ever seem to be an end to these guys.

PRODUCTION NOTES

SPECIAL RULES

None

MOOD

1. **A Good Old Fashioned Curse**
   Labcoats should be enticed 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 of Blackest Nights," up to and including death, dismemberment, disemboweling, 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 discovery. 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.

Opening Scene (Cinematic) – The Arrival

EXT. ARCHAEOLOGICAL CAMP – DAY

The Characters arrive at the archaeological camp at the summons of Dr. Jacobson. They find him waiting impatiently at the outskirts of the camp. 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 them in to 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 there first. After handing out torches, Jacobson rushes the PC's through a stone arch and down a musty, black tunnel into the tomb of the Forgotten Pharaoh…

1. The Wrath of Ahna-ka-mun

INT. ANCIENT PYRAMID – DAY

The tunnel comes out into a chamber of solid, black stone. The walls are covered with pictographs depicting scenes of violence, war and bloodshed. There's a lot of red. And not in a good way. Anubis, the god of the dead, is everywhere, as is the image of a hideous black-faced Pharaoh doing all manner of unspeakable things (yeah, it's Ahna-ka-mun). Anyone pausing to decipher the hieroglyphics (use Science) will find numerous warnings about a sinister curse, eternal blackness and other terrible things. At the far side of the room is a great black door covered with sinister symbols and glyphs. Jacobson says he thinks that beyond it is the burial chamber of 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, each one -1 Grip – see Location 2) to discover its secret, a hidden switch that opens the door.

As soon as it's open, the curse activates: all lights go out, they're hit by Breath of Blackest Night attack, there's a huge roar, the floor gives way and everyone rolls a Freak Check.

In the new chamber… they can read fresh new hieroglyphics (Test Science – again, lose a Grip for each success) that explain how Ahna was sealed and cursed with the Ankh, as well as hints to its location (the Ankh Chamber) deep inside the maze like pyramid. To survive, the PC's must find the chamber and recover the Ankh. Jacobson, unfortunately, is out cold and will remain that way (bad concussion, you see) for the rest of the Script. He's now baggage.

To find the chamber, the Characters must select a leader who will attempt to find the way using Science or Detection. The leader (and only the leader) must make three successful Tests 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 – **Startle Check:** A wave of scarabs, scorpions and other crawlies, moaning winds (or is it?), disturbing hieroglyphics, cold spots

3-4 – **Scare Check:** Mummified Guard grabs someone through a grating, stumble onto an embalming room with half-mummified corpses,

5 – **Mummified Guards:** Attacked by a group, one for every 2 Characters.

6-7 – **Puzzle:** The Pharaoh's tomb builders were nefarious and designed many barriers for intruders and would-be grave robbers. The path is blocked unless a Character makes a successful Test of Science, Thief or Detection. If they pass, they may continue. If they fail, they lose all progress – cancel all successes made previously to find the Ankh Chamber and start over. And half the group gets sprayed with salt acid – Light Damage (determine at random).

8 – **Trap:** A random Character triggers a trap (spear, pit, dart). Roll an attack on that Character with Target 7, Light Damage

9 – **Really Big Trap:** A random PC triggers a really bad trap (spiked pit, poison dart, crushing walls). Roll an attack

on everyone with Target 7, Moderate Damage

10 – **Pharaoh Ahna-ka-mun:** Good luck. Characters can try to fight or flee. He won't chase them too far or too hard (he's loving the whole cat-and-mouse thing) but if they fight, it won't go well.

When the Characters complete their third successful Test, they reach the secret chamber and find the Ankh. Conveniently, Pharaoh Ahna-ka-mun immediately appears through a secret sliding panel with three Mummified Guards. Hopefully, the Characters will have enough kick left to put him to rest (see the Pharaoh's Vulnerabilities for how they can accomplish this).

If they succeed, the pyramid suddenly rumbles and shakes and starts to collapse. Read the End Scene for Winners.

If they fail, it's the End Scene for Losers.

End Scene (Cinematic) – For Winners
EXT. ARCHAEOLOGICAL CAMP – DAY

The ground rumbles and shakes, a vicious sandstorm whips about the dunes and tears at the camp. The Characters burst from the mouth of the tomb just as it crumbles and collapses, spewing them out onto the hot, scorching sand, where they collapse in a heap, gasping for breath and covered in cobwebs, sand and relief. Slowly they rise to their feet… only to face a line of Egyptian soldiers, guns pointing straight at them. A wicked looking military official stands in front, glaring menacingly.

EGYPTIAN OFFICIAL
Tomb robbers. Criminals. Infidels. We should bury you here in this tomb.

The Characters exchange knowing looks, glancing behind them at the slowly settling sand. Someone shrugs and stealthily puts a hand on a weapon.

CHARACTER
If it's all the same… we'll take our chances with you.

End Scene (Cinematic) – For Losers
EXT. ARCHAEOLOGICAL CAMP – NIGHT

A group of Egyptian soldiers searches through the empty tents and kicks through abandoned equipment. There is no one in the camp. Just beyond it, the black tip of the Pharaoh's pyramid rises against the night sky, blocking out the moon.

EGYPTIAN OFFICIAL
(Speaking Egyptian, subtitles below)
They must be inside. Prepare a squad. We will drag the infidels from the tomb – or bury them inside it.

A group of soldiers form up at the entrance to the tomb, preparing to enter. As they do, a low, ominous, hungry moan floats up from below. They stop to listen, fear on their faces. Slowly they creep toward the black opening, gripping their weapons tightly.

EGYPTIAN OFFICIAL
(Speaking Egyptian, subtitles below)
What are you waiting you for? It's them! Go! Seize the infidels!

The soldiers lick their lips and look at each other nervously, clearly agitated. They take another hesitant step. Then another. Then, just as they are prepared to enter the doorway… there is a loud INHUMAN ROAR, a rush of air and everything goes black.

THE END

Roll Credits

1. Announce and define category
2. Take nominations
3. Vote on winners

Casting Director
Most interesting Character, either created or developed on the fly and played with flair and creativity; great overall roleplaying goes here

Stunt Coordinator
Best work with action or putting yourself in a situation to take a lot of punishment, losing health; great death scenes go here.

Key Grip
Best work with playing scared, losing Grip, roleplaying inanities; great acting out of insanities goes here.

Best Boy
The person who made the game enjoyable for no particular reason, they didn't stand out in any particular way or do anything super great, but they were solid, played in Character, didn't hog the scenes, made it feel like a cheesy horror movie and were generally liked; people who had a humble role but were always engaged and just made the game fun go here.