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Carriage

LOCATION

Carriage.

For those that can afford it, the journey between Cairo and Calais is a luxurious week's travel.

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1

LOCATION

Carriage.

Standard Class Carriage

+

2

Forced – When revealed, draw an encounter card. If it is a *Cultist*, spawn it into this location. If not, discard it. Passengers from all walks of life: returning from the Mediterranean to the Old World.

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3

LOCATION

Carriage.

Luggage Carriage

+

4

Forced – When revealed, draw an encounter card. If it is a *Cultist*, spawn it into this location. If not, discard it. Expensive-looking leather and brass chests and suitcases nestle alongside beaten up tea chests bound for American and dusty wooden crates stamped for the British Museum.

* Mummified Corpse

2

5

0

Monster. Mummy. Elite.

Solid – No single action may cause more than 1 damage to this enemy.

There is an inscription, but it is obscured and indistinct. A hideous and threatening power emanates from its filth-encrusted visage.

Victory 2.

ENEMY

* Princess Anulotep

4

5

4

Monster. Mummy. Elite.

Hunter. Retaliator. Prey – Investigator with the most Curses in their threat area.

The Curse Of Anulotep – When this enemy damages an investigator, if that investigator does not have a copy of The Curse Of Anulotep in his or her threat area that investigator places The Curse Of Anulotep into his or her threat area.

"I have traveled through the tomb, dark and lonely ground. I am here now. I have come."

Victory 2.

ENEMY

Agenda 1a



Necromancy

Of the adventures that lead you to Cairo, and thence to Constantinople with a queer cloth-shrouded book in your possession, the relation shall have wait. You found yourself unexpectedly bound for London via the glittering Orient Express, gazing out at the majestic Carpathians. Just outside Bucharest, your reveries were suddenly disturbed.

3

The white-haired professor pulled you aside urgently. "There is rumoured to be an ancient rite, performed on Egyptian royalty, such that one long passed may be restored to life." The professor's eyes widen. "I have read one account in which the restoration rite requires the transfusion of a human heart..."

"What are you raving about, old man?" You are shaken but you cannot grasp what he is telling you. "Check the hold! Quickly! You MUST stop the rite."

Necromancy

AGENDA 1b



Agenda 2a



The Sarcophagus

Any further chance of interrogating the old professor is truncated as a bullet wound appears in his forehead. The assassin pulls a hood over his head and leaps out the train window, onto the roof.

Spawn the **Wizard Of The Order** on the Train Roof.

4

If the investigators as still on **Act 1a**, advance to **Act 2a** and then return here.

"O queen! This rock on which we live endures. Yours is the plumed white crown, tower of flesh infused with spirit. Above, the eye of god is dreaming us. Below, we are. Air and earth and mist and fire. To the east the mountains are singing."

If the **Mummified Corpse** is in play, remove all wounds from it and flip it over to become **Princess Amulotep**. If not, spawn **Princess Amulotep** at the lead investigator's current location.

The Sarcophagus

AGENDA 2b



Agenda 3a



A Gift of Darkness

"In the underworld, I embraced my father. I have burned away his darkness. I am his beloved. I have killed the snake. I have given him meat. I walk in my sleep through earth and heaven.

I was asleep inside a mound of dirt, now I rise from a buried egg. I live, I say, I live."

7

The train slows briefly as a group of evil-looking men transfer a royal passenger from the moving train to a coach alongside it. As you watch the strange party retreat, you hear a fell voice carried on the wind: "Sun and moon, man and woman. I am passing through. I have come outside among the people. I am darkness. Gaze on me. Moon in darkness, darkness in morning. Darkness is what I will on earth, along the Nile, among the people."

If they are in play, remove **Princess Amulotep** and the **Wizard of the Order** from play.

A Gift Of Darkness

AGENDA 3b



Agenda 4a



Blown Bridge!

The transfer made, a whistle is blown and the train lurches onwards, gathering speed. You look on in horror as the bridge ahead is suddenly rocked by a huge explosion of dynamite! The breaks! This infernal machine must have breaks!?

Forced - when revealed, place 3 doom tokens on this Agenda and then advance to Act 3a.

6

The train hits the buckled and broken iron of the wrecked railway bridge, shudders and plummets to the river below.

Each surviving investigator is **killed**.

The investigators lose.

Blown Bridge!

AGENDA 4b



