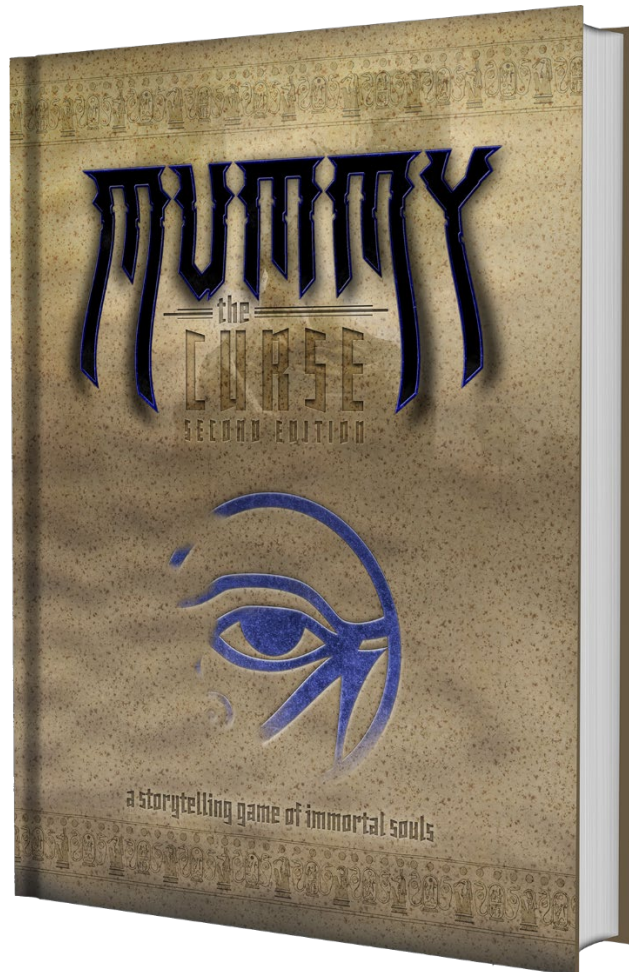


MUMMITY

the
CURSE

SECOND EDITION

Kickstarter Manuscript Preview #2



Chapter Three: Creating a Mummy

There is neither water nor air here, its depth is unfathomable, it is as dark as the darkest night, and men wander about here helplessly.

— Book of the Dead

The process of making a body ready for safe passage through Duat was both art and science — an invocation of the soul and character of the dead, and a meticulous procedure of preservation for the flesh. This chapter guides you through the steps to prepare your very own Arisen for the chronicle of ages, shaping their mind and form at each stage. Tear away the embalming shroud of mummification and see who lies beneath — the herald of Duat who you'll play as in **Mummy: The Curse**.

Returning from Death

The character you play in **Mummy** is one of the Deathless, a servant of lost Irem waking from the sleep of ages through the power of the Rite of Return. This profane act of sorcery imbues your character as one of the Deathless Arisen — an immortal being who serves the alien Judges of Duat and faces the constant erosion of her memories.

In this tragedy of the ages, who is *your* Arisen? This section guides you through the process of creating a Deathless character to play through a **Mummy** chronicle, walking you along each step of the way as you peel back the bandages from your Arisen and discover her nature. Every Arisen has the potential to be a walking engine of sorcerous destruction, a majestic harbinger of the will of ancient gods, or a legend whose very name terrifies her foes — but in the process of creating your character, think about who she is beneath all the trappings of her eldritch slavery. Each Arisen was human once. To what scraps of this former humanity does she still cling, to resist the scouring sands of time?

It's often a good idea to run through character generation as a group with the Storyteller and other players in the chronicle. This is a 'session zero', where you can bounce your character ideas off each other, get guidance from the Storyteller on any particular themes that will work well (or not) with the chronicle's concept, and hammer out any ground rules about play style and social contract. The resulting characters will probably have a much more cohesive feel, resulting in a stronger play experience.

Step One: Concept

Coming up with a core character concept is the first step. It's a short description, a sentence or a phrase that best describes the spark of inspiration behind the character. Is she a *vengeful guardian*, lashing out at those who stumble upon her tomb because she's lost any greater vision or purpose for her existence? Is he a *defiant heretic*, secretly holding on to every grain of his Memory and working against the Judges? Perhaps they're a *nostalgic judge* who looks upon the modern workings of humanity as a pale imitation of Irem's majesty and finds it all rather lacking, or a *mocking sensate* who has decided the cosmic laws are all one massive joke and they'd rather spent eternity enjoying every experience that unfolding history has to offer?

This short utterance is a jumping-off point to develop the character further. You might draw on your Arisen's decree or guild as a source of inspiration; you might look at characters from classic media; or you may find what you're seeking in concepts of Memory, loss, and time. Wherever you begin, it's worth thinking through *how* the character might express this concept in action. Think about situations such as how she might react upon discovering a thief has taken a relic from her tomb; upon learning that a fellow mummy in her meret is under threat; upon encountering a human who is in distress, who she could help — but at a cost to herself; and upon discovering an opportunity to learn something more of her own lost memories, but it would require disobedience to her Judge.

Mummies are unusual because they do not immediately recall anything of their former experience as a mortal human. Your character may masquerade as a figure in human society today, albeit having to work around the call of Duat that beckons her back to Deathless sleep, but she is fundamentally not a mortal any more, and her concerns involve greater powers. Some of your choices in character generation may hint at the life she had before — particular Skills she possesses or her choice of guild, for example — but you may wish to leave the truth of her origins entirely up to the Storyteller, to be revealed should she ever reach greater heights of Memory and unveil fragments of the past. However, your Arisen is still a *person*, not a mindless automaton. She will have drives, urges, and mannerisms rooted in her past and a foundation to her identity. Think about elements of her personality and behavior that might stem back to her origins in this way, even if she is no longer consciously aware of that link herself.

Aspirations

Choose three Aspirations for your Arisen. These are goals and objectives, either for the Arisen herself or for you as the player. They're statements of things that you're interested in seeing happen, or intend to actively pursue during the course of the coming story; they're a clear communication to the Storyteller of what you'd like to see happen. By working towards or fulfilling them, your character will earn story Beats, a measurement of the experience they've gained along the way.

Aspirations can be long-term or short-term; it's a good idea to have a mixture. You can change Aspirations as the game proceeds; indeed, you may find that as you progress through the rest of character creation, you come up with new ideas for Aspirations. That's absolutely fine — just go back and update them.

Aspirations might be anything from 'learn a new Utterance' to 'smite an unbeliever', from 'challenge the arrogance of the other Arisen in the meret' to 'topple the temples of false gods'. Because they're chosen by you, the player, not your character, you can have Aspirations that are not something the Arisen would usually welcome but that you're interested in the narrative ramifications of, like 'be defeated by my nemesis' or 'fall victim to my own shortcomings in the pursuit of the relic'.

Step Two: Attributes

Every character possesses Attributes, a set of inherent capabilities and natural aptitudes. Attributes measure these key areas in which your character is strong or weak, and they come in three categories; Mental, Physical, and Social. The Mental Attributes are Intelligence, Wits, and

Resolve; the Physical Attributes are Strength, Dexterity, and Stamina; and the Social Attributes are Presence, Manipulation, and Composure. These traits are explored in more detail in Chapter Four, starting on p. XX.

Your character begins with one free dot in each of these Attributes. You now prioritize the three categories, ranking them as primary, secondary, and tertiary in accordance with how important you think they are as part of the character concept. You have five additional dots to distribute among Attributes in the primary category, four additional dots for the secondary category, and three for the tertiary category.

You cannot raise your character's dots above five in any one Attribute at this stage. Two dots is the human average; having just one dot is a weakness, an area where your Arisen will struggle. Three and above represents a particular strength.

Step Three: Skills

Your characters Skills are the fruits of her learning and training, the particular abilities she has retained from her life and from the endless cycle of rebirth that the Rite of Return enforces upon her. Just like Attributes, Skills are split between Mental, Physical, and Social categories, but Skills do not begin with a single free dot. Each category includes eight Skills; you can find further information about them in Chapter Four, starting on p. XX.

As with Attributes, you order the categories according to priority for your character concept. The primary category has eleven dots to assign, the secondary category has seven dots to assign, and the tertiary category has just four dots to assign.

When assigning skill dots, think about what you want your character to be able to do, and what any particular skill means for her. Was her knack for Weaponry forged in the crucible of battle in the ancient days of Irem, or is it something she's picked up in the ensuing millennia? Do her dots in Computer indicate she's been rising repeatedly in the last century and closely following the developments in human technology, or that she's had a hidden talent for it that she can only now explore through her most recent Descents in this age of information? Consider the same for areas where she distinctly *lacks* dots; does she lack Drive because this is the first time she's woken since automobiles were invented? Has she never bothered with Survival or Streetwise because she has always depended on her cult to fulfill tasks that she sees as beneath her station?

Even a single dot in a skill represents meaningful familiarity or practice with it. Two dots and above reflects a professional level of skill in the area. Lacking any dots whatsoever indicates a distinct lack of experience in it; note that attempting an action for which your character has no dots inflicts an additional penalty, so if you want her to be able to succeed in an area at all, it's worth picking up at least one dot.

You may find that you have a few Skills you feel are important to the character concept but you simply have no spare dots left to cover them. Don't worry — you'll have the opportunity to round out any gaps in the character at the end of the process.

Non-Linear Skills and Experience

Due to the non-linear way in which Arisen awaken, it is quite possible for a character awakening in 2020 CE to have dots in something not typically present on

their character sheet, such as Archery or Ride. Likewise, it's quite possible for a character awakening in 664 CE to have dots in Computer or Drive. Just because a character *can* do something, however, doesn't mean they immediately have the tools to make it happen.

A mummy waking in the modern age may be fresh from character creation, without all the bonus dots in Skills and Merits that come through gaining Experiences. This makes sense, if you consider this character hasn't awoken since their initial Descent. In the next chronicle, set a millennium prior, those Experiences gained in the present day may make the character — now technically in the past — even stronger than they are a thousand years later.

Step Four: Specialties

While your character's Skills represent broad areas of knowledge, Specialties are refinements and areas of particular focus within those fields. For example, your character may have two dots in Academics, but have a Specialty in Architecture. A Specialty grants one additional die any time the character is using the Skill in question and the Specialty would be relevant. You can find more information about them in Chapter Four.

You have three Specialties to assign among your character's Skills. You can assign them freely among the Skills in each category, and you can even assign two or more to a single Skill if you want; however, you must have at least one dot in a Skill to be able to assign any Specialties to it at all. Specialties represent the particular interests, obsessions, or talents of your Arisen that set her apart from others; think about the sorts of things you want her to be able to do particularly well or frequently.

Step Five: Add Arisen Template

By this point, you have the rough shape of your character. You know her underlying concept, and where her talents and Skills lie. Now, you will wrap her in the trappings of her Deathless state, giving her a panoply of powers and the regalia of her place in Arisen society.

Balance and Burden

Mummies are made from the ether of ancients. They're walking corpses, filled with fleeting memory and time, rebuilding themselves with each incarnation and remembering terrible and awesome truths about their past. Whereas mortals possess a Virtue and a Vice influencing their behaviors, mummies possess a Balance and a Burden. Each Arisen feels the weight of their Judge's expectation in a different way and bears it as their Burden. Their Balance is what allows them to rise above the timeless shackles of the Judges and continue on their unending duty to Irem.

Balance keeps them on the path Judges have laid out for them. There's always an echo of the long ago in what they believe to be virtuous and Balance is the best of those things. Any time a Mummy overcomes a challenge to affirm their Balance, they gain a Willpower. When overcoming something incredibly risky or philosophically challenging to their Balance, they regain all lost Willpower.

The Burden of an Arisen is the weight they bear from the sacred duty laid upon them. Arisen respond differently to the Burdens of their Rite of Return, and use them as ways to process, avoid, or get lost in these emotional reverberations. Burdens are the negative ways that mummies interact with their duties.

You can find more on Balance and Burden starting on p. XX.

START TABLE LIKE ONE ON P. 91 OF CHANGELING: THE LOST 2E

Balance Archetypes Burden Archetypes

Courageous Accusing

Devoted Careless

Diligent Chaotic

Faithful Cruel

Generous Dominant

Introspective Forgetful

Just Fragile

Noble Hysterical

Peaceful Isolated

Resilient Rageful

Righteous Resentful

Trustworthy Selfish

Truthful Stagnant

TABLE ENDS

I'm Creating a Cultist

If you're creating a cultist character using this book or the **Chronicles of Darkness Rulebook**, you'll know most aspects of the Arisen template do not apply. Your character will have a Virtue and a Vice instead of a Balance and a Burden, certain Merits in this book will be unavailable, Sadikh have access to a limited array of Utterances, and immortals and sorcerers have their own powers. A basic mortal character can still form using the steps in this chapter, but check out p. XX for Sadikh creation, Chapter Six for rules surrounding sorcerers and immortals, and feel free to use the Balance and Burden examples in Chapter Four to inform their Virtue and Vice.

Touchstone

Touchstones are the difference between the Deathless and the Lifeless. While they are certainly immortal, aloof and, to some extent, dead, mummies are not without life. They feel the pangs of

Memory that remind them of who they used to be and of the principles they gave up a natural lifespan to uphold.

As memories fades over the millennia, such sentiments can be difficult to hold on to. The Arisen must maintain them, to prevent themselves becoming nothing but an animated drive of hunger, lust, or revenge, no better than the Shuankhsen. The ability to maintain a sense is perhaps one of the most incredible abilities of the Deathless, and it is in their Touchstones these immensely powerful beings find their greatest strength.

The three most common types of Touchstone mummies can have can have are Sadikh, Witnesses, and Inheritors. Each one supports their Arisen master in a different way and is close to them for a different reason. A Touchstone is almost always brought into the cult, however, some Witnesses remain outside but under the mysterious protection of the Deathless.

When a Touchstone is chosen, the mummy's player should select either the Virtue or Vice of that particular character, or if the Touchstone is being made by another player as a protagonist character, discuss which of the two to use. When the mummy assists the Touchstone in fulfilling their chosen Virtue or Vice, and the Touchstone regains all Willpower in the presence of the Deathless, the mummy gains a Reminisce Beat (see p. XX). This allows the Touchstone to act as an anchor to the mummy. However, if the Touchstone is killed (or in the case of a Sadikh, has their body sent into repose through accumulation of aggravated wounds), the mummy automatically undergoes an Absence Breaking Point relating to their Memory (see p. XX) as the lost connection allows that part of herself to be scattered into the infinite grains of ancient sand that clutter her mind. A new Touchstone can be forged in the next chronicle.

Decree

Your mummy's decree is the foundation of her enduring sense of self — the medium by which her soul has survived the Rite of Return and through which she is empowered to return again and again. It is the part of her being that she pronounced before the Judges, affirming her will and determination.

Pick one of the five decrees for your Arisen character. Decree cannot be later changed; it is too fundamental to a mummy's nature. The decrees are listed below, and are fully described in Chapter One.

Ashem, the Jackals, are unflinching guardians and wise occultists. They confront fear, and help others do the same. The Defining Pillar of the Ashem is **Sheut**, and Ashem begin play with Jackal's Shade as a bonus affinity.

Deshret, the Falcons, are ambitious visionaries and zealous champions. They test themselves and pursue greater heights of accomplishment. The Defining Pillar of the Deshret is **Ba**, and Deshret begin play with Soaring Falcon as a bonus affinity.

Kheru, the Lions, are passionate heralds and vital, thrill-seeking beings. They pursue the exhilarating highs and grievous lows of existence with equal enthusiasm. The Defining Pillar of the Kheru is **Ab**, and Kheru begin play with Lion's Pride as a bonus affinity.

Nesrem, the Bulls, are enduring sentinels and tireless devotees. They overcome challenges and create lasting legacies. The Defining Pillar of the Nesrem is **Ka**, and Nesrem begin play with Guardian Bull as a bonus affinity.

Usheb, the Serpents, are cunning tacticians and clever manipulators. They hunt for hidden truths and ravenously pursue knowledge. The Defining Pillar of the Usheb is **Ren**, and Usheb begin play with Serpent's Tongue as a bonus affinity.

Guild

Your Arisen probably belongs to one of the five great guilds that exist among the Deathless. The guilds are occult fellowships, initially forged in the days of Irem among the sorcerous craftsmen of that empire. Each guild specialized in an area of ritualistic magic, and these associations carried through after the Rite of Return.

Now, the guilds serve as the loose sinews binding Arisen society together. Most Arisen hew to their old guild allegiances from the days of Irem. It's rare indeed to find an Arisen who has broken her bonds to the guilds entirely, and such outcasts are viewed with suspicion. Rumors suggest some are even members of a sixth, lost guild, a secretive organization even among the Deathless, or one of the flawed minor guilds

Pick one of the five guilds to reflect your character's membership. Your character *can* change guild, although it is a rare set of circumstances to do so. The guilds are fully described in Chapter One.

Maa-Kep are spies, manipulators, and watchdogs. They observe, gather information, and examine the principles underlying each iteration of civilization they witness. **Amulets** are their chosen vessel.

Mesen-Nebu are alchemists, revolutionaries, and deal-makers. They seek potential, prosperity, and transformation, and watch how the web of commerce and trade ensnares each civilization in turn. **Regia** are their chosen vessel.

Sesha-Hebsu are diplomats, lorekeepers, and arbiters. They preserve knowledge, seek wisdom, and study the tangled threads of cause and effect. **Texts** are their chosen vessel.

Su-Menent are necromancers, priests, and advisers. They chase the mysteries of life and death, and observe how ruination and disaster shape the course of cultures and nations. **Uter** are their chosen vessel.

Tef-Aabhi are leaders, architects, and geomancers. They seek power and influence through connections and symbols of the divine, and follow the rise and fall of great cities and monuments. **Effigies** are their chosen vessel.

Judge

Your character declared her decree in the presence of a particular Judge as she first descended into Duat. The Judges, the 42 assessors of ma'at before whom all in Duat must pass, are terrible and alien divinities who hold authority over the fate of her very being. Yet faced with their horrible majesty, your Arisen found the knowledge of herself, of her virtues and her flaws, to

hold firm and state the truth of her soul. In doing so, she entered the service of one specific Judge.

Although there are 42 Judges, many of them deal in narrow or opaque sins or concepts with which even the Arisen struggle to find resonance. Others spend long ages in seeming dormancy, perhaps because the crimes they condemn prove of little significance among humanity for centuries or even millennia. Still others actively loathe the nature of the Arisen and reject their service or even persecute them, are the losers in struggles with other Judges for influence over Arisen servitors, or simply have no need of the Deathless. As such, the bulk of Arisen are in the service of seven particular Judges.

Pick one Judge for your Arisen to serve. Your character can transfer her allegiance to another Judge, although it risks the wrath of her former master and has no guarantee of good treatment under the new. The seven Judges most Arisen serve are detailed in Chapter One.

Am-Khaibit, the Eater of Shadows, judges those who perpetuate crimes against humanity, particularly mass murder.

Arem-Abfu, the Final Judge, concerns itself with crimes against the cosmos — particularly through sorcery and science that would reach beyond humanity's station.

Kenemti, the Penitent, condemns crimes of blasphemy and of desecration against the sacred.

Nebha, the Flame, judges deception and lies.

Neheb-Ka, the One Who Unifies, concerns itself with iniquities born from human pride and arrogance.

Unem-Besek, the Eater of Entrails, judges the theft of land, the denial of sustenance, and the disruption of dominion.

Usekh-Nemtet, the First Judge, concerns itself with those who would challenge the Judges by seeking immortality, judging even the Arisen themselves.

Favored Attributes

The power of your Arisen's soul gives her strength, reinforcing her mind and body in accordance with its nature. Choose one Attribute associated with the character's decree and add one dot to it. This *can* bring her starting Attribute rating above 5.

FORMAT AS TABLE

Decree	Favored Attributes
Ashem	Composure and Stamina
Deshret	Resolve and Wits
Kheru	Presence and Strength
Nesrem	Resolve and Stamina
Usheb	Intelligence and Manipulation

END TABLE

Pillars

The Rite of Return rebuilt your character's soul even as it bound her dying existence to the will of the Judges. Through the power of Sekhem, an Arisen can draw on the power of the fivefold aspects of the soul to fuel supernatural prowess, invoke terrible magic, and tap into the slumbering power of sacred relics.

The five parts of the soul are called *Pillars*: The Ab (heart), the Ba (spirit), the Ka (essence), the Ren (name), and the Sheut (shadow). Each Arisen character possesses a rating in each Pillar, from zero to five, reflecting the strength of that part of their soul.

You have nine dots to allocate among these five Pillars. No Pillar can have a rating higher than that of your character's primary Pillar, associated with her decree.

Affinities and Utterances

Your character possesses potent supernatural abilities fueled by the necromantic power of her Deathless state. Affinities are subtler magics, woven into the mummy's being by the Rite of Return. Utterances, by comparison, are spells that can have extensive or even apocalyptic impact on the world around the mummy, calling down terrible plagues or invoking awful curses upon those who transgress against the Judges.

Your character begins play with an Affinity dictated by her decree, a single Affinity chosen from those of her guild, and one other Affinity that she meets the prerequisites for.

Pick two Utterances for your character. All Arisen also begin play with the Dreams of Dead Gods Utterance, an innate part of their being as vessels for the Judges' power and a tool for creating new cults should an old one be destroyed.

Step Six: Add Merits

Your character receives ten dots of Merits. You can spend them on any of the Arisen Merits or general Merits that your character meets the prerequisites for, detailed from p. XX. These represent unusual qualities or tricks, connections and influence, and other elements fleshing out your character's relationship with the wider world. Merits are a great way to add finishing touches of color and detail to your character, helping express who she is.

Additionally, your character gains a free dot in each of the Cult and Tomb Merits.

Step Seven: Advantages

Your character is now nearly complete. Calculate her advantages, a set of traits determined by the choices you've made thus far and by her new nature as one of the Deathless.

Defense

Defense protects your character from attack. Her Defense rating is the lower of her Wits and Dexterity, plus her Athletics.

Health

Health is your character's ability to soak up physical damage. It is equal to your character's Size (usually 5 for an Arisen) plus her Stamina.

Willpower

Willpower reflects your character's reserves of determination and focus, and can be expended to enhance dice pools or activate affinities. Your character's Willpower is equal to her Resolve plus her Composure.

Initiative

Initiative dictates the speed with which your character reacts to threats. It is equal to your character's Dexterity plus her Composure.

Sekhem

Sekhem is the strength of the roiling life-force contained within your character, the vital animation imbued into her by her return to the world of the living. Upon beginning a new Descent, your character starts with ten dots of Sekhem if awoken due to a Sothic Turn, decree-aligned astronomical event, or Judge demand, eight or nine if summoned by a cult, or seven if disturbed by tomb robbers, necromantic acts, or similar unpleasant awakening.

Memory

Memory indicates how much of your character's mortal personality still persists, and how much knowledge she retains from her former cycles of death and reincarnation. Your character begins with three dots of Memory.

Size

As a human being, your character's Size is 5 unless another trait modifies it in some way.

Speed

Your character's Speed reflects her swiftness on foot. It is equal to her species factor (5) plus her Strength and her Dexterity.

Step Eight: Experience

Even though your character's Memory has suffered from the ravages of time, her soul and nature have undergone changes over the ages. You have ten Experiences to spend on your character, using the table on p. XX.

You can use these on any gaps you feel need filling in your character's capabilities, to give mechanical weight to the experiences you envisage her having had during previous Descents, or to reinforce strengths to a greater degree.

Finishing It Off

With your character completed, check in with the other players and the Storyteller to discuss and build the ties that bind your mummies' meret together.

FORMAT AS CHARACTER CREATION QUICK REFERENCE PAGE

Step One: Concept

Choose your character's concept and pick three Aspirations.

Step Two: Attributes

Prioritize categories and spend 5/4/3 dots by category.

Step Three: Skills

Prioritize categories and spend 11/7/4 dots by category.

Step Four: Skill Specialties

Choose three Skill Specialties.

Step Five: Add Arisen Template

Choose decree, guild, Judge, Balance and Burden, Touchstone, Pillars, Affinities, and Utterances. Choose favored Attribute.

Step Six: Merits

Add ten dots of Merits, plus an additional dot in Cult and Tomb.

Step Seven: Advantages

Willpower is Resolve + Composure. Memory is 3. Size is 5. Health is Size + Stamina. Speed is 5 + Strength + Dexterity. Defense is the lower of Dexterity and Wits, + Athletics. Initiative is Dexterity + Composure. Sekhem begins at 10.

Step Eight: Experience

Spend 10 Experiences, using the Experience Costs table.

Affinities and Utterances

Start with your decree's bonus Affinity, and one of your guild Affinities. Pick one additional affinity you qualify for.

Start with two Utterances and Dreams of Dead Gods.

FORMAT AS A TABLE WITHIN THE CHARACTER QUICK REFERENCE PAGE

Experience Costs

Trait	Experience
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Attribute	4
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Skill	2
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Skill Specialty	1
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Merit	1
Affinity	4
Utterance	4
Defining Pillar	2
Other Pillar	3
Memory	3 (Reminisce Experience Only)

END EXPERIENCE TABLE

Arisen Template

FORMAT AS TABLE WITHIN THE QUICK REFERENCE PAGE

Decree	Defining Pillar	Favored Attributes	Bonus Affinity
Ashem	Sheut	Composure and Stamina	Jackal's Shade
Deshret	Ba	Resolve and Wits	Soaring Falcon
Kheru	Ab	Presence and Strength	Lion's Pride
Nesrem	Ka	Resolve and Stamina	Guardian Bull
Usheb	Ren	Intelligence and Manipulation	Serpent's Tongue

END DECREE TABLE

FORMAT AS TABLE WITHIN QUICK REFERENCE PAGE

Guild	Vessel	Guild Affinities
Maa-Kep	Amulets	Affable Aid, Amulet of the Envoy, Nexus of the Soul
Mesen-Nebu	Regia	Almsman's Tithe, Divine Flesh, Hone the Soul
Sesha-Hebsu	Texts	Eyes of Justice, Loremaster's Guile, Master of the Written Word
Su-Menent	Uter	Blazing Zeal, Fated Soul, Flesh-Culled Secrets
Tef-Aabhi	Effigies	Guardian Statue, Nest of Dolls, Model Lifeweb

END GUILDS TABLE

END QUICK REFERENCE PAGE

Earning Experience

Players can earn Beats for their characters in a number of ways, including those listed below. When your character has gained five Beats, they convert to one Experience. You use Experiences to develop your character's abilities.

Beats

Take a Beat when your character meets one of these criteria.

- If your character fulfills an Aspiration, take a Beat. Replace the Aspiration at the end of the session.
- If your character makes significant process toward a long-term Aspiration, gain a Beat at the end of the session.
- Once per chapter, when your character *either* submits directly to the will or commands of her Judge despite it being against her desires or beliefs, *or* directly disobeys or acts against her Judge, take a Beat.
- When you resolve a Condition, per the description of the Condition, take a Beat.
- Some Conditions provide Beats for other actions than resolution.
- Once per scene, when you fail a roll, you may opt to make it a dramatic failure and take a Beat.
- If your character takes lethal damage in one of her rightmost Health boxes, take a Beat.
- At the end of each session, take a Beat.

Group Beats

As an alternative to tracking Beats on an individual basis, the group can agree to use communal Beats. Under this system, all the Beats earned during a chapter go into a pot. At the end of the chapter, split the Beats evenly among the players, with any left over remaining in the pot.

Group Beats lend themselves to physical representation on the table, using a bowl or container for the pot and poker chips, spare dice, or beads for the Beats.

Example of Character Creation

Amanda has decided to set up a game of **Mummy** and has invited Gordon to come over and go through character creation in the lead-up to their first proper session. She states that the game will be taking in modern day Hong Kong, with rival cults jockeying for position and vying for control of a powerful vessel being brought in to the city from the north of China.

Gordon takes his blank character sheet, and goes through a step-by-step process of building it up to complete the finished character.

Step One: Character Concept

Amanda outlines some of the information about the setting and the mummies that exist therein. Gordon, excited to delve into the more adventurous side of the game, wants to play a character who will tackle his problems head on. He decides that he will play Feng Zhang Yong, a Hong Kong detective who fell upon hard times and gave his life to one of the city's cults, eventually becoming the vessel for the heart of Amenhotep.

Step Two: Attributes

Gordon considers Amenhotep's Attribute priorities. Intending to be in the thick of the action, he chooses Physical as primary. With the detective work carried out by his host, he chooses Mental as secondary, leaving Social as tertiary.

Next, he assigns his Attribute dots. He intends for Amenhotep to be tough and handy with a weapon so he puts two of his five primary attribute dots into Dexterity and two into Stamina. The final dot goes into Strength. This leaves him with Strength 2, Dexterity 3 and Stamina 3. The four secondary dots are allocated with two in Wits and one each in Resolve and Intelligence, giving him Intelligence 2, Wits 3 and Resolve 2. Finally, he puts two of his tertiary dots into Composure and the final dot into Manipulation, leaving him with Presence 1, Manipulation 2 and Composure 3.

Step Three: Skills

Gordon now decides on the priorities of his Skills. He examines which Skills fit into which category and considers which he wants his character to have in order to prioritize. He puts a mark next to each skill on the sheet that he wants to place at least one dot in them. Working down the sheet, he marks Academics, Investigation, Politics, Athletics, Brawl, Drive, Firearms, Stealth, Weaponry, Empathy, Intimidation, Persuasion, Streetwise, and Subterfuge.

Going over that list, he decides that Physical Skills will be his primary, then Social then Mental.

With each of his six choices having a dot already assigned, Gordon has five from his eleven dots left to place in his Physical primary Skills. He allocates his remaining dots to end up with Athletics 2, Brawl 2, Drive 2, Firearms 3, Stealth 1, Weaponry 1. He spends his seven secondary dots in Social Skills to have Empathy 1, Intimidation 2, Persuasion 1, Streetwise 2 and Subterfuge 1. Finally, he allocates his four tertiary dots into Mental Skills to arrive at Academics 1, Investigation 2, Politics 1.

Step Four: Specialties

Gordon looks over the Skills allocated to his character. Amenhotep is beginning to take shape into a fully realized character in this story. He uses the outline he has created so far to begin imagining this hard-nosed Hong Kong detective suddenly supercharged with the stern, Deathless will of Amenhotep. He is the bloodhound of his meret and the front line in any encounter. In order to hone that still further, he spends his three Skill Specialties in Investigation (Detail Oriented), Firearms (Pistols) and Intimidation (Threatening).

Step Five: Add Arisen Template

First, Gordon decides on the Balance and Burden for his character. Gordon sees Amenhotep as a fierce follower of laws, even when they're unjust, and chooses Resilient as his Balance, with Stagnant as his Burden. He won't budge on most matters, but this has led to his clinging on to calcified views.

Gordon elects to not select a Touchstone at this stage of his character's existence. While this puts the mummy at risk of struggling to gain Memory, he's keen to roleplay the forging of a new Touchstone in the upcoming chronicle.

Gordon now turns to the descriptions of the Judges and discusses with Amanda as to which best suits the Concept he formed. She advises him to choose the decree of Nesrem (Ka) and the Judge Am-Khaibit, the Eater of Shadows.

With those choices made, Gordon decides to place Amenhotep in the Maa-Kep guild and notes their favored vessel of amulets.

Assigning his Pillars, Gordon places three dots in his defining Pillar of Ka. To keep the character well rounded, he spends four more dots in making sure each other Pillar has at least one dot. He then throws another dot each into Ab and Sheut, giving him two dots in each.

Choosing his Affinities, Gordon records the Maa-Kep Affinity of Affable Aid and his decree Affinity of Guardian Bull. Finally, he looks for a suitable Affinity to round out his character and chooses Dominating Might.

He may choose two Utterances. He decides on Awaken the Dead and Gift of the Golden Ankh. He also notes down the Dreams of the Dead Gods Utterance as standard for all Arisen.

Step Six: Add Merits

Gordon reads the Merits starting on p. XX. He starts with an automatic dot in Tomb and Cult. Gordon doesn't see his mummy as having an elaborate Tomb, so he only spends one dot on it. He spends two dots on Cult to represent the servants that brought the heart of Amenhotep to Hong Kong. He spends three dots on Guild Paragon, as Amenhotep is a respected member of the Maa-Kep. This leaves him with four dots, which he allocates between Contacts and Resources, to reflect Feng's — the cop whose body he now inhabits — former life, income, and connections among the police force

Step Seven: Advantages

Together, Amanda and Gordon run through the list of Advantages to ensure they're recorded accurately:

Gordon begins by recording Amenhotep's standard Memory 3 and Size 5. Having just reawakened in a new body, his Sekhem is 10 (unless the Storyteller deems it lower by means of an unusual awakening).

With Dexterity and Wits both at 3 and Athletics at 2, his starting Defense is 5.

Noting his Size of 5 and Stamina of 3 he records his starting Health at 8.

Adding his Resolve and Composure he notes his Willpower at 5.

His Dexterity of 3 and Composure of 2 set Amenhotep's Initiative at 5.

His Strength of 2 and Dexterity of 3, plus the species factor of 5, set his Speed at 10.

Step Eight: Experience

Amanda informs Gordon that his character will have ten Experiences to start off with. He notes that Skills cost 2 points per dot and decides to spend 4 points increasing his Investigation skill to 4, leaving him with 6. He then does the same with Intimidation and adds a dot into Firearms, as

those are the Skills he has Specialties in and will give him a better synergy for the character's high level of ability in those areas.

Step Nine: Return to Life

With Amenhotep safely transplanted into his new body, Gordon is ready to begin his new, eternal life of service to his chosen Judge of Duat. Amanda goes through a "session zero" with him in which they go over the reasons for Amenhotep's arrival in this new place and together they set up the character to be Gordon's chosen vessel in exploring the world of **Mummy: The Curse**.

Balance

Any time a mummy overcomes a challenge to affirm their Balance, they gain a Willpower point. When overcoming something incredibly risky or philosophically challenging to their Balance, they regain all lost Willpower.

Here are some examples of Balances you could use, or create your own based on these ideas. Each includes a description and sample actions that could cause a Mummy to recover Willpower.

Courageous

Courageous mummies dive headfirst into danger or difficulty of any kind. They're willing to bravely stand before any dire threat.

Single Willpower: Don't back down in the face of something terribly dangerous.

All Willpower: Purposefully throw yourself into danger that most likely will lead to death or defeat.

Devoted

A Devoted mummy has chosen who and what they are loyal to and will never falter. They will follow these people, ideas, or institutions to their death.

Single Willpower: You learn something terrible about someone you're devoted to but you stick with them anyway.

All Willpower: An institution you're devoted to betrays you but you still fulfill its goals.

Diligent

Diligent mummies have a specificity to their actions. They are careful, precise, and take their time. Their hard work results in grand perfection.

Single Willpower: You take your time in creating the perfect plan and because all details were sorted nothing goes wrong.

All Willpower: You're able to remember a small detail that no-one else can remember, saving you all from certain doom.

Faithful

Faithful mummies are full of not only spiritual faith but also faith that things will happen as they are meant to. A Mummy who is faithful is always on the right path, and can never be led astray from their beliefs.

Single Willpower: Something happens that shakes your beliefs but you stand your ground.

All Willpower: A devastating mistake you've made makes you question your beliefs but you return to them after much internal anguish.

Generous

A Generous mummy is always willing to give of themselves to others. They believe what they own is what everyone owns, and are ready to give everything away.

Single Willpower: You've just given away all your money and you need to buy something for the next scene.

All Willpower: You've been tricked into giving a valued possession to an enemy and you don't try to get it back.

Introspective

Introspective mummies know themselves incredibly well. This gives them an inner strength, that they call on in times of need.

Single Willpower: Some time alone allows you to come up with a solution to the group's problem.

All Willpower: Meditation in an incredibly chaotic environment gives you an insight nobody else notices.

Just

A just mummy notices more than others the injustice of the world and find ways to restore it. They believe in acting in just ways, culturally, spiritually, and socially.

Single Willpower: Stand up for someone being treated unjustly at great risk of harm to yourself.

All Willpower: Stand up for a group being treated unjustly at great risk to you, your friends, and the group.

Noble

A noble mummy is filled with idealistic intent, a nobility not in riches but in action. They believe in following higher principles in all they do.

Single Willpower: Adhere to your beliefs even though it puts you in danger.

All Willpower: Adhere to your beliefs even though it puts someone you love in danger.

Peaceful

Mummies who are peaceful mean to extend ideas and actions of peace before those of disharmony. It's their goal to inspire peace in others by being peaceful themselves.

Single Willpower: You're injured by someone who attacks you violently because you chose to be peaceful in action.

All Willpower: You inspire an enemy to be peaceful instead of violent.

Resilient

A Resilient mummy has been through difficulty beyond measure and it has made them strong. Not much shakes them, and the things most people find terrible they're able to roll off their shoulders.

Single Willpower: You're able to comfort someone after a horrific experience you both had.

All Willpower: You're able to do something nobody else in your group can because it horrifies them too much.

Righteous

A Righteous mummy believes in a right and a wrong, and is always striving to do the right thing according to their ideologies. Their morality is what drives their good actions.

Single Willpower: You're able to accomplish something by doing it the righteous way, even though the morally gray way is easier.

All Willpower: You do something that is so righteous an entire town creates a memorial in your honor.

Trustworthy

A trustworthy mummy exudes a feeling of trust to those around them. Others can rely on them to keep secrets, follow through on promises, and keep things safe.

Single Willpower: Protect another who trusts you under duress.

All Willpower: Go through extreme hardship in order to fulfill a promise to another

Truthful

Truthful mummies are honest to a fault. It is very hard for them to lie, and truthfulness is the more virtuous act.

Single Willpower: Telling the truth causes you to get deeper into trouble.

All Willpower: Telling the truth reveals something that an enemy can immediately use against you or someone you love.

Burden

Mummies have experienced truly horrific events that echo in their subconscious through time regardless what body and consciousness they find themselves in. Every time a mummy gives into a Burden they regain one Willpower. When they become lost in their Burden for several scenes to their detriment, they regain all Willpower.

Accusing

An accusing mummy is eager to blame all around them for what's wrong in their life. Everybody is guilty but them.

Single Willpower: Lash out at someone about something neutral they just did.

All Willpower: Blame everyone around you for something that is clearly your fault.

Careless

A careless mummy takes actions without thought or discipline since caring would hurt too much. They care not for themselves or those around them.

Single Willpower: Act without care for yourself or others.

All Willpower: Hurt someone through your careless actions and do not try to make repairs.

Chaotic

A chaotic mummy is dangerously unpredictable in order to cope with their chaotic circumstances. They're lashing out at everyone around them and making risky nonsensical choices.

Single Willpower: Behave in a way that unpredictably harms someone else.

All Willpower: Your unpredictability causes you severe physical damage.

Cruel

A cruel mummy takes pleasure in hurting others. Often what they're angry about inside themselves is what they take out on others.

Single Willpower: Say unkind things to a stranger.

All Willpower: Say unkind things to a friend.

Dominant

A dominant mummy is mimicking behaviors of the oppressors they can feel echoing through the centuries. They must subdue those around them because they are superior.

Single Willpower: Lord your power over someone.

All Willpower: Lord your power over someone you love.

Forgetful

A forgetful mummy cannot retain memory as easily anymore as a side effect of their Rite of Return. They forget key things at important moments.

Single Willpower: You've forgotten a small but important detail, someone's name or occupation.

All Willpower: You've forgotten something intrinsic about someone you care about.

Fragile

A fragile mummy wallows in the weakness of their condition. They cannot accept their fragile state, and it only reinforces their own helplessness.

Single Willpower: Do not take action at a pivotal moment.

All Willpower: Convinced you'll be hurt, don't help someone when they need it.

Hysterical

A hysterical mummy is upset to the point where they've lost control of all emotions. They're eager to take things out on those around them.

Single Willpower: Lash out with any emotion you're feeling just then.

All Willpower: Blame your feelings on someone close by, gaslighting them.

Isolated

An Isolated mummy has separated themselves from their community and everyone they care about for fear of sharing their burden. They cannot connect.

Single Willpower: Distance yourself from those around you.

All Willpower: Isolate yourself from an important scene.

Rageful

A mummy who has flown into a rage can no longer contain or manage their immense anger at their condition. They lash out at those around them, and if they're lucky they channel it into an enemy.

Single Willpower: Indulge in an anger filled outrage.

All Willpower: Take your anger out on someone you care about.

Resentful

A resentful mummy is incapable of forgiveness, especially inside themselves. They hold a hard grudge against someone for something they've recently done, projecting this feeling onto everyone around them.

Single Willpower: You're unable to forgive someone a small slight against you.

All Willpower: You decide to hold a grudge that will last a long time after an action someone takes against you.

Selfish

Selfish mummies can no longer see or care for those around them, because their burden is so great. They go deep inside and the world is full of enemies.

Single Willpower: Do something outrageous for yourself regardless of the hurt it causes someone else.

All Willpower: Purposefully abandon someone in a time of need.

Stagnant

A stagnant mummy has an inability to adapt to their current surroundings. They become overwhelmed with the changing world, and become stagnant.

Single Willpower: Refuse to adapt to a small change that would improve your life.

All Willpower: Refuse to adapt to a huge change that would improve the lives of those around you.

Merits

This section details a number of Merits, starting with those restricted to the Arisen themselves. General Merits, available to both Arisen and mortal characters, start on p. XX. Where a Merit has a listed prerequisite, a character must possess those traits at the listed dot ratings or higher in order to purchase the Merit.

Sanctity of Merits

Many Merits reflect impermanent elements of your character, particularly in the case of the timeless Arisen. Allies may perish, resources squandered, and prestige be forgotten. Unlike Attributes or Skills, it's quite possible for a character to lose their Merits during the process of play. The Experiences spent on those Merits, however, remain. If your character loses Merit dots for any reason, you can replace them with other appropriate Merit dots at the end of the chapter. For example, if your character had a dot of Contacts among the journalist community but, due to the passage of the years at the beginning of a new Descent, her old acquaintances have now died or retired, you can reallocate that dot of Contacts to another Merit.

With Storyteller permission, you can reimburse a Merit that no longer make sense for your character with the Experiences originally paid for it. Don't abuse this option to try and exploit temporary Merits then cash them back out again in the short term; use it only for a Merit that has genuinely run its course in the narrative.

Cults are central to the power of the Arisen, the key means through which the Deathless can defeat the march of time and return again and again. Every Arisen possesses the sorcerous power of the Dreams of Dead Gods Utterance, and can therefore recreate a new Cult Merit even should her existing cult be utterly destroyed during her death cycle.

Merit Tags

In addition to their dot cost, some Merits have additional tags denoting additional rules. These tags are:

- **Cult:** These Merits can be purchased and used by a cult or an individual character.
- **Cult Only:** These Merits may only be purchased and used by a cult.
- **Style:** These Merits provide a unique advantage at each dot level. Characters benefit from every ability at their dot level or below.

Timeless Merits

These Merits are only available to mummies and other immortal entities.

Artisan's Aptitude (•••)

Prerequisite: Specialty in a guild's relics.

Effect: Your character's talent with their guild's favored relics is legendary. When spending Willpower to increase a dice pool involving these relics, they also gain an exceptional success on three successes instead of five.

Balanced (•••)

Effect: Your character's heart is light as a feather. She revels in her eternal existence, juggling the needs of her personal identity and her duties to her Judge with ease. The character possesses two Balances, and may use either one to recover Willpower. The frequency of replenishing Willpower through Balance remains unchanged. Once per chapter, when fulfilling both Balances within a single scene, the character gains a Pillar point of her choice.

Blue Lotus Pillar (•••)

Prerequisite: Defining Pillar •••••

Effect: Your character's defining Pillar is particularly potent, enhancing the unique Affinity of their decree.

Ashem: When Disembodied, the Jackal benefits from a single Manifestation or Numen, fueled by their Pillars.

Deshret: The Falcon may apply the benefits of their gift to mundane rolls directly fulfilling their own Aspirations as well.

Kheru: When absorbing the emotions of others, the Lion may also absorb a Willpower point, even if it brings them over their usual maximum.

Nesrem: The armor provided when the Bull seals the flesh increases by 1, and by spending a Willpower point, they may give this protection to their Touchstone for a scene with a touch.

Usheb: While the Serpent retains the Informed Condition, they may spend a point of Willpower to use its benefit when unleashing an Utterance targeting the character instead of a Skill.

Cult (• to •••••)

Effect: Your character is revered and loyally served by a cult, either as a god or a representative of higher powers. This cult acts as their hands in the world while they slumber, tending to their tomb and furthering their interests in the mummy's absence. The initial dot of Cult allows a player to create a cult (p. XX), including the custom Scorpion Cult Initiation Merit possessed by cult members. Each additional dot purchased increases the size and influence of the cult, boosting either their Reach or Grasp by 1. The cult's Dominance rating grants the character a bonus to Social rolls when dealing with members of their own guild, capped at +5. Multiple Arisen may pool their points in this Merit to increase the size and influence of their shared cult, but Reach and Grasp may only be increased over 5 with Cult Experiences, and require a higher Dominance rating.

Dead Celebrity (• to •••)

Effect: At one time, your character was somebody famous, but everyone knows they're dead now. The identity reflected by this Merit was famous or infamous at one time, as per the Fame Merit. In the current age, the impression left by that identity continues to influence people. Whenever someone notices the resemblance to the celebrity, the character gains a bonus equal to their dots in this Merit on Social rolls relevant to the character's impression of the celebrity. A beloved performer may gain this benefit on Expression or Socialize rolls, while a feared tyrant may benefit on Intimidation rolls. Substitute Fame for this Merit when playing while the identity was "alive" and famous, such as during flashbacks.

Drawback: Your character draws the scrutiny of conspiracy theorists, who may obsess over uncovering your secrets and baring them to the world. This Merit has no effect in times before their identity was famous.

Dead Flesh (•• or ••••)

Effect: Your character's sahu endures long after most would have crumbled. Whenever your character suffers aggravated damage from upgraded lethal damage, they or their allies may spend two turns tending to the wound to downgrade one point of aggravated damage suffered within the current scene to lethal. Tending the wound involves reattaching lost limbs and wrapping them to hold them in place. A mummy may only do this twice per scene, taking no other actions during the process. The four dot version of the Merit allows them to treat wounds caused by sources of immediate aggravated damage, although it requires a Pillar point and flesh from another body to replace that which was lost.

Enigma (• to •••••)

Prerequisite: No Fame

Effect: Fate conspires to hide your character's existence from the scrutiny of others. Books burn as mysterious flames erupt, carvings fade or crumble, and computer files become corrupted. Mundane actions to investigate or track your character suffer a -2 penalty, and the scope of the investigation requires additional Clues equal to your dots in this Merit. If the character actively seeks to cover their tracks, any Clues uncovered on a failed roll are tainted instead of incomplete. Attempts to perceive a mummy hiding or moving stealthily are unaffected. A mummy's cult is unhindered, instead gaining bonus dice equal to the dots in this Merit to locate their sovereign.

Fount of Vitality (••••)

Prerequisite: No Pillar at 0 (mummies), Sekhem ••• or invested Pillars (immortals)

Effect: The Sekhem flowing through your character's soul bolsters their flesh against injury.

Sealing the flesh lasts for two additional turns for mummies. By spending a point of Willpower and maintaining physical contact, the Arisen may seal the flesh of their invested cultist instead of their own. The mummy loses their Defense and may not seal their own flesh while aiding their cultist in this manner, and the cultist loses a point of Willpower for each turn the effect is maintained.

Barring unique effects of their particular form of immortality, the Endless suffer damage as mortals do, but the character with this Merit recovers from injuries as quickly as the Deathless.

Funerary Text (• to •••••)

Effect: Whether it is an inscribed amulet, a painstakingly copied scroll, or hieroglyphics etched into the walls, your character's tomb is equipped with a record of the Trials of Duat. Whenever your character enters henet within their tomb, they may gaze upon this text and carry its wisdom with them. The player may ask a number of yes or no questions such as the examples below over the course of their Trials equal to their dots in this Merit, which must be answered truthfully.

- Is this person a fiend in disguise?
- Are they lying to me?

- Is my compassion being tested here?
- Is this detail significant?

Guild Paragon (•••)

Effect: Your character's skills are indispensable to your guild. With the expenditure of a Willpower point, they stretch their talents to preternatural levels.

Maa-Kep: When functioning as a secondary actor in a teamwork action, the character gains the 8-again effect on their roll. If the primary actor gains an exceptional success, the Dapifer regains a point of Willpower.

Mesen-Nebu: By handling an object for a turn, the Alchemist identifies its composition and any value or properties the materials might provide, giving them a +2 bonus on rolls to repair or damage the item. They may shape the materials into a curio, which may be used as soft leverage. If accepted, the recipient also gains the Inspired Condition.

Sesha-Hebsu: When the Diplomat mediates a dispute between two Arisen or members of their cult, any Social rolls count as an exceptional success on three successes. If the mediation succeeds, the character's impression level advances one stage for both parties.

Su-Menent: By touching anything dead, the Necromancer may render it immune to the ravages of time and natural decay for the remainder of the story. Such a cadaver gives a +2 bonus to any attempts to glean information from it.

Tef-Aabhi: The Geomancer recognizes whenever they enter the Lifeweb of a tomb, sacred architecture, or naturally occurring places of mystical power. Provided the area isn't cursed or unholy, they may carefully alter the surroundings to create the Hallowed Ground Tilt. The Tilt persists for one day per hour spent.

Interstitial Lives (•••)

Effect: For whatever mysterious reason, your mummy sometimes arises without a first purpose to direct them. When a mummy awakens due to this Merit, they begin their Descent with six dots of Sekhem. At the players' discretion, if all mummies in a meret possess this Merit, they may choose to have their lives interlinked, rising together whenever an interstitial life begins.

Overburdened (•••)

Effect: Endless years and duties to the Judges weigh heavily on your character. He bears two Burdens, and may labor under either one when regaining Willpower. Once per chapter, the mummy may regain a Pillar point of their choice by enduring both Burdens in a single scene.

Relic Sensitivity (••)

Effect: Your character is more sensitive to the presence of relics than their peers. Endless with this Merit are capable of benefiting from kepher like mummies, while the Arisen gain a +2 bonus on such rolls.

Resonant Lifetime (•••)

Effect: One of your character's Descents has left its mark on his soul and informed his identity. No matter how many lifetimes your character lives, that one Descent remains as crystal clear as

his last. This is never their mortal life in Irem. A mummy may not purchase this Merit more than once, but when assuming the body of a mortal cultist, they may choose to replace the remembered lifetime with that of the cultist.

Resplendent Soul (•••)

Prerequisite: Affected Pillar ••• (mummies), Sekhem •• (immortals)

Effect: One of the Pillars of your soul shines brightly. This Merit may only be taken once.

Mummies receive a secondary defining Pillar. While this provides none of the benefits of the associated decree, it allows them to recover spent points more easily. Whenever they fully replenish their defining Pillar by affirming their decree, they also replenish a point of this Pillar.

An immortal's Sekhem refines one of their soul's Pillars into a palpable manifestation. The immortal has a single Pillar rated at one dot, which they may utilize like the Arisen. Lacking a decree, they may only replenish this Pillar through vestiges and meditation using their Composure as a dice pool. Additional Pillars require investment from the Arisen.

Tenacious Eternity (••••)

Effect: All immortals are Endless, but for unknown reasons, your curse is more lenient than that suffered by others of your kind.

Blood Bather: Your character may choose to change the Bath, Blood, or Preparation component of their bathing ritual to match what's currently available. Only one component may be altered during the performance of the ritual. By spending a point of Willpower, the alteration to the ritual becomes permanent.

Body Thief: Within a stolen body, your character benefits from 1/1 Armor.

Eternal: Your character's anchor gains +2 Durability.

Reborn: All attempts to supernaturally remove or alter your character's memories suffer a -3 penalty.

Sadikh: As long as your character upholds their Arisen master's orders, they may resist the lure of the false life indefinitely.

Tomb (Special)

Effect: A mummy's tomb provides a bastion against the outside world and the inexorable march of eternity. It is place of security where a mummy may center herself and rest when the weight of ages grows too great to bear. The first dot applies to Geometry, but each additional dot may be applied to Geometry, Peril, or Provisions (p. XX). Geometry is limited to five dots in total, but Peril and Provisions may both be increased beyond that point. A meret may pool their dots for a shared tomb if they wish.

General Merits

Unless specified otherwise, these Merits may be taken by any character.

Allies (• to •••••, Cult)

Effect: Allies help your character. They might be friends, employees, associates, or people your character has blackmailed. Each instance of this Merit represents one type of ally. This could be an organization, a society, a clique, or an individual. You can take this Merit multiple times to represent different Allies. Your character might have Allies (Cornell College) ••, Allies (Grand Egyptian Museum) •••, and Allies (Shore Porters Society) •.

Each dot represents a level of influence in the group. One dot constitutes small favors and passing influence. Three offers considerable influence, such as the police overlooking a misdemeanor charge. Five dots stretches the limits of the organization's influence, as its leaders put their own influence on the line for the character. This could include things such as massive insider trading or fouling up a felony investigation. No matter the request, it has to be something that organization could accomplish.

The Storyteller assigns a rating between one and five to any favor asked. A character can ask for favors that add up to her Allies rating without penalty in one chapter. If she extends her influence beyond that, her player must roll Manipulation + Persuasion + Allies, with a penalty equal to the favor's rating. If the roll is successful, the group does as requested. Failed or successful, the character loses a dot of Allies, but Sanctity of Merits applies. On a dramatic failure, the organization resents her and seeks retribution. On an exceptional success, she doesn't lose the dot.

One additional favor a character can ask of her Allies is to block another character's Allies, Contacts, Mentor, Retainer, or Status (if she knows the character possesses the relevant Merit). The favor's rating is equal to the Merit dots blocked. As before, no roll is necessary unless the target's Merit exceeds the character's Allies. If the block succeeds, the target cannot use the blocked Merit during the same chapter.

Alternate Identity (•, ••, or •••)

Effect: Your character has established an alternate mundane identity. The level of this Merit determines the amount of scrutiny it can withstand. At one dot, the identity is superficial and unofficial. For example, your character uses an alias with a simple costume and adopts an accent. He hasn't established the necessary paperwork to even approach a bureaucratic background check, let alone pass. At two dots, he's supported his identity with paperwork and identification. It's not liable to stand up to extensive research, but it'll turn away private investigators and internet hobbyists. At three dots, the identity can pass thorough inspection. The identity has been deeply entrenched in relevant databases, with subtle flourishes and details to make it seem real even to trained professionals.

Additionally, the Merit reflects time the character has spent honing his persona. At one or two dots, he gains a one-die bonus to all Subterfuge rolls to defend the identity. At three dots, he gains +2 instead.

You can purchase this Merit multiple times, each time representing an additional identity.

Anonymity (• to •••••)

Prerequisite: Cannot have Fame.

Effect: Your character lives off the grid. Her cult may have failed to maintain proper paperwork in anticipation of her return, leaving her with no legal identity. This means she must make purchases with cash or falsified credit cards. She avoids any official authoritative influence in her affairs. Any attempts to find her by paper trail suffer a one-die penalty per dot purchased in this Merit.

Drawbacks: Your character cannot purchase the Fame Merit. This also may limit Status purchases, if the character cannot provide sufficient identification for the roles she wishes to take.

Area of Expertise (•)

Prerequisite: Resolve •• and one Skill Specialty

Effect: Your character is uncommonly specialized in one area. Choose a Specialty to assign to this Merit. Forgo the +1 bonus afforded by a Specialty, in exchange for a +2.

Common Sense (•••)

Effect: Your character has an exceptionally sound and rational mind. With a moment's thought, she can weigh potential courses of action and outcomes.

Once per session as an instant action, you may ask the Storyteller one of the following questions about a task at hand or course of action. Roll Wits + Composure. If you succeed, the Storyteller must answer to the best of her ability. If you fail, you get no answer. With an exceptional success, you can ask an additional question. With dramatic failure, the Storyteller can give you a piece of false advice. If you follow that "intuition" regardless of risk, take a Beat.

- What is the worst choice?
- What do I stand to lose here?
- What's the safest choice?
- Am I chasing a worthless lead?

Contacts (•, Cult)

Effect: Contacts provide your character with information. Each instance of this Merit represents a sphere or organization with which the character can garner information. Contacts do not provide services, only information. This may be face to face, via email, by telephone, or even by séance.

Garnering information via Contacts requires a Manipulation + Social Skill roll, depending on the method the character uses, and the relationship between the characters. The Storyteller should give a bonus or penalty, dependent on how relevant the information is to that particular Contact, whether accessing the information is dangerous, and if the character has maintained good relations or done favors for the Contact. These modifiers should range from -3 to +3 in most cases. If successful, the Contact provides the information.

You may purchase this Merit multiple times to reflect different sources.

Danger Sense (••)

Effect: You gain a +2 modifier on reflexive Wits + Composure rolls for your character to detect an impending ambush. Your character's reflexes are honed to the point where nothing is shocking.

Demolisher (• to •••)

Prerequisites: Strength or Intelligence •••

Effect: Your character has an innate feel for the weak points in objects. When damaging an object, she ignores one point of the object's Durability per dot in this Merit.

Devotees (•••, Cult Only)

Effect: Your followers are particularly devoted to their Doctrines. Increase the cult's Fidelity track by 1.

Direction Sense (•)

Effect: Your character has an innate sense of direction, and is always aware of her location in space. She always knows which cardinal direction she faces, and never suffers penalties to navigate or find her way in the mundane world.

Eidetic Memory (••)

Effect: Your character recalls events and details with pinpoint accuracy. You do not have to make rolls for your character to remember past experiences. When making Intelligence + Composure (or relevant Skill) rolls to recall minute facts from swaths of information, take a +2 bonus. Arisen never possess this Merit.

Encyclopedic Knowledge (••)

Effect: Choose a Skill. Due to an immersion in academia, pop culture, or a hobby obsession, your character has collected limitless factoids about the topic, even if she has no dots in the Skill.

You can make an Intelligence + Wits roll at any time your character is dealing with her area of interest. On a successful roll, the Storyteller must give a relevant fact or detail about the issue at hand. Your character knows this fact, but you must explain within the scope of your character's background why she knows it. For example, for Encyclopedic Knowledge (Academics): "Yeah, there were 300 Spartans at Thermopylae. There were also many other warriors. I was among them." Mummies unable to explain how they know such things often find the trivia surfacing in their minds without warning.

Etiquette (• to •••••; Style)

Prerequisites: Composure •••, Socialize ••

Effect: Your character knows her way around society, customs, and traditions. More importantly, she can use this talent to make or break reputations. This Merit applies to any social interactions where etiquette, style, poise, and reputation carry weight, and uses the Social Maneuvering rules on p. XX.

Bless His Heart (•): Your character always considers her words well. No matter how vile, the things she says come off as defensible and respectful. When a character engages yours in a

Social interaction, you may opt to use your character's Socialize score instead of the lower of her Resolve and Composure to determine her starting Doors.

Losing Your Religion (••): When your character lets loose and insults someone, she leaves mouths agape. When tearing down a target verbally, use 8-again, and take a two-die bonus to the roll. Afterward, move the interaction one step down on the impressions chart.

In High Cotton (•••): Your character cultivates standing and respect, and carries it like a knight wears armor. You may apply one relevant Status or Fame Merit to rolls to contest Social interactions. Other Merits may apply with Storyteller permission.

Half-Cocked (••••): Your character is always prepared. On the other hand, others are not. In a new Social interaction, if the impression is good, excellent, or perfect, ignore the subject's Resolve and Composure on the first roll.

Grace Under Fire (•••••): While your character may not always win, she never looks bad. If a character opens all her Doors, and you opt to offer an alternative, his player chooses three Conditions. You choose which one your character receives.

Fame (• to •••)

Effect: Your character is recognized within a certain sphere, for a certain skill, or because of some past action or stroke of luck. This can mean favors and attention, but it can also mean negative attention and scrutiny. When choosing the Merit, define what your character is known for. One dot reflects local recognition or reputation within a confined subculture. Two dots results in regional recognition by a wide swath of people. Three dots results in worldwide recognition by anyone who might have been exposed to the source of the fame. Each dot adds a die to any Social rolls among those your character's celebrity impresses.

Drawback: Rolls to find or identify the character in the mundane world enjoy a one-die bonus per dot of the Merit. If the character has Alternate Identity, she can mitigate this drawback. A character with Fame cannot have the Anonymity or Enigma Merits.

Fanatical (••, Cult Only)

Effect: Nothing sways your cult from the higher cause they have pledged their lives and souls to upholding. When they act, they build momentum to push ever further, conquering all obstacles in their way. Whenever they take a cult action beyond the limits of their Dominance, they gain a +2 bonus to Reach and Grasp for the action.

Drawback: Progress is an addictive experience, and in the absence of direct guidance, the cult engages in actions to fulfill their impression of their sovereign's will, leading inexorably towards schisms over interpretations or strategies. Whenever they take a cult action beyond the limits of their Dominance, they also suffer an additional point of bashing damage to Fidelity.

Fast Reflexes (• to •••)

Prerequisite: Wits ••• or Dexterity •••

Effect: Gain +1 Initiative per dot.

Fast-Talking (• to •••••; Style)

Prerequisites: Manipulation ••, Subterfuge ••

Effect: Your character talks circles around listeners. She speaks a mile a minute and often leaves her targets reeling, but nodding in agreement.

Always Be Closing (•): With the right leading phrases, your character can direct a mark to say what she wants, when she wants. This trips the mark into vulnerable positions. When a mark contests or resists your character's Social interactions, apply a -1 to his Resolve or Composure.

Jargon (••): Your character confuses her mark using complex terminology. You may apply one relevant Specialty to any Social roll you make, even if the Specialty isn't tied to the Skill in use.

Devil's Advocacy (•••): Your character often poses arguments she doesn't agree with in order to challenge a mark's position and keep him from advancing discussion. You can reroll one failed Subterfuge roll per scene.

Salting (••••): Your character can position herself so that a mark pursues a non-issue or something unimportant to her. When your character opens a Door using conversation (Persuasion, Subterfuge, Empathy, etc.) you may spend a Willpower point to immediately open another Door.

Patron's Privilege (•••••): Your character can take advantage of her mark's greed or zeal. When the mark does particularly well, it's because your character was there to set him up and to subsequently tear him down. If a target regains Willpower from his Vice or similar trait while your character is present, you may immediately roll Manipulation + Subterfuge to open a Door, regardless of the interval or impression level.

Fighting Finesse (••)

Prerequisites: Dexterity ••, a Specialty in Weaponry or Brawl

Effect: Choose a Specialty in Weaponry or Brawl when you purchase this Merit. Your character's extensive training in that particular weapon or style has allowed them to benefit more from their alacrity and agility than their strength. You may substitute your character's Dexterity for her Strength when making rolls with that Specialty.

You can purchase this Merit multiple times to gain its benefit with multiple Specialties.

Fixer (••)

Prerequisites: Contacts ••, Wits •••

Effect: Your character is people who knows people. She can not only get in touch with the right people to do a job, but she can get them at the best possible prices. When hiring a service (p. XX), reduce the Availability score of the service by one dot.

Fleet of Foot (• to •••)

Prerequisite: Athletics ••

Effect: Gain +1 Speed per dot, and anyone pursuing your character suffers a -1 per dot to any foot chase rolls.

Giant (•••)

Effect: Your character is massive. She's well over six feet tall, and crowds part when she approaches. She's Size 6, and gains +1 Health. Normally this is only available at character creation, but bizarre curses could cause it as well.

Drawback: Buying clothing is a nightmare. Fitting into small spaces is difficult at best.

Indomitable (••)

Prerequisite: Resolve •••

Your character possesses an iron will. The powers of the supernatural have little bearing on her behavior. She can stand up to a vampire's mind control, a witch's charms, or a ghost's gifts of fright. Any time a supernatural creature uses a power to influence your character's thoughts or emotions, add two dice to the dice pool to contest it. If the roll is resisted, instead subtract two dice from the monster's dice pool. Note that this only affects mental influence and manipulation from a supernatural origin. A vampire with a remarkable Manipulation + Persuasion score is just as likely to convince your character to do something using mundane tricks.

Inspiring (•••)

Prerequisites: Presence •••

Effect: Your character's passion inspires those around her to greatness. With a few words, she can redouble a group's confidence or move them to action.

Make a Presence + Expression roll. A small group of listeners levies a -1 penalty, a small crowd a -2, and a large crowd a -3. Listeners gain the Inspired Condition. The character may not use this Merit on herself.

Interdisciplinary Specialty (•)

Prerequisites: Skill at ••• or higher with a Specialty

Effect: Choose a Specialty that your character possesses when you purchase this Merit. You can apply the +1 from that Specialty on any Skill with at least one dot, provided it's justifiable within the scope of the fiction. For example, a doctor with a Medicine Specialty in Anatomy may be able to use it when targeting a specific body part with Weaponry, but could not with a general strike.

Iron Stamina (• to •••)

Prerequisites: Stamina ••• or Resolve •••

Effect: Each dot eliminates a negative modifier (on a one-for-one basis) when resisting the effects of fatigue or injury. For example: A character with Iron Stamina •• can ignore up to a -2 modifier brought on by fatigue. The Merit also counteracts the effects of wound penalties. So, if all of your character's Health boxes are filled (which normally imposes a -3 penalty to his actions) and he has Iron Stamina •, reduce those penalties to -2. This Merit cannot be used to gain positive modifiers for actions, only to cancel out negative ones.

Language (•)

Effect: Your character is skilled with an additional language, beyond her native tongue. Your character can speak, read, and write in that language.

Choose a new language each time you buy this Merit. Mummies, possessing an unnatural aptitude for language acquisition, choose two languages.

Library (• to •••, Cult)

Effect: Your character has access to a plethora of information about a given topic. When purchasing this Merit, choose a Mental Skill. The Library covers that purview. On any extended roll involving the Skill in question, add the dots in this Merit.

You can purchase this Merit multiple times to reflect different Skills.

Mentor (• to •••••)

Effect: This Merit gives your character a teacher who provides advice and guidance. He acts on your character's behalf, often in the background, and sometimes without your character's knowledge. While Mentors can be highly competent, they want something in return for their services. The dot rating determines the Mentor's capabilities, and to what extent he'll aid your character.

When establishing a Mentor, determine what the Mentor wants from your character. This should be personally important to him, and it should reflect the dot rating chosen. A one-dot Mentor might be incapable of dealing with modern society, and want to live vicariously through your character. This might mean coming to him and telling stories of her exploits. A five-dot Mentor would want something astronomical, such as an oath to procure an ancient, cursed artifact that may or may not exist, in order to prevent a prophesized death.

Choose three Skills the Mentor possesses. You can substitute Resources for one of these Skills. Once per session, the character may ask her Mentor for a favor. The favor must involve one of those Skills, or be within the scope of his Resources. The Mentor commits the favor (often asking for a commensurate favor in return), and if a roll is required, the Mentor is automatically considered to have successes equal to his dot rating. Alternately, you may ask the Storyteller to have the Mentor act on your character's behalf, without her knowing or initiating the request.

Observance (••, Cult Only)

Effect: The cult engages in a particular rite every month at their sovereign's tomb, reaffirming their dedication and strengthening their interpersonal bonds. Cultists participating in these rites gain the Inspired Condition, and add 1 to a cult action attempted within a number of days equal to the cult's Dominance. Mummies observing or participating in their cult's observance regain a point of spent Willpower.

Parkour (• to •••••, Style)

Prerequisites: Dexterity •••, Athletics ••

Effect: Your character is a trained and proficient free runner. Free running is the art of moving fluidly through urban environments with complex leaps, bounds, running tricks, and vaults. This is the type of sport popularized in modern action films, where characters are unhindered by fences, walls, construction equipment, cars, or anything else the city puts in their way.

Flow (•): Your character reacts instinctively to any obstacles with leaps, jumps, and scaling techniques. When in a foot chase, subtract your Parkour from the successes needed to pursue or evade. Also, ignore environmental penalties to Athletics rolls equal to your Parkour rating.

Cat Leap (••): Your character falls with outstanding grace. When using a Dexterity + Athletics roll to mitigate damage from falling, your character gains one automatic success. Additionally, add your Parkour rating to the threshold of damage that can be removed through this roll. Parkour will not mitigate damage from a terminal-velocity fall.

Wall Run (•••): When climbing, your character can run upward for some distance before having to traditionally climb. Without rolling, your character scales 10 feet + five feet per dot of Athletics as an instant action, rather than the normal 10 feet.

Expert Traceur (••••): Parkour has become second nature for your character. By spending a Willpower point, you may designate one Athletics roll to run, jump, or climb as a rote action (reroll all failed dice once). On any turn during which you use this ability, you may not apply your character's Defense to oncoming attacks.

Freeflow (•••••): Your character's Parkour is now muscle memory. She can move without thinking, in a Zenlike state. The character must successfully meditate (p. XX) in order to establish Freeflow. Once established, your character is capable of taking Athletics actions reflexively once per turn. By spending a point of Willpower on an Athletics roll in a foot chase, gain three successes instead of three dice.

Professional Training (• to •••••)

Effect: Your character has extensive training in a particular profession, which offers distinct advantages in a handful of fields. When choosing this Merit, choose or create a Profession for your character. Mark the two Asset Skills on your character sheet. The advantages of Professional Training relate directly to those Asset Skills.

- **Networking:** At the first level of Professional Training, your character builds connections within her chosen field. Take two dots of Contacts relating to that field.
- **Continuing Education:** With the repeated efforts in her field of choice, your character tends toward greater successes. When making a roll with her Asset Skills, she benefits from the 9-again quality.
- **Breadth of Knowledge:** Due to her advancement in her field, she's picked up a number of particular bits of information and skill unique to her work. Choose a third Asset Skill, and take two Specialties in your character's Asset Skills.
- **On-the-Job Training:** With the resources at her disposal, your character has access to extensive educational tools and mentorship. Take a Skill dot in an Asset Skill. Whenever you purchase a new Asset Skill dot, take a Beat.
- **The Routine:** With such extensive experience in her field, she has honed her Asset Skills to a fine edge, and she's almost guaranteed at least a marginal success. Before rolling, spend a Willpower point to apply the rote action quality to an Asset Skill. This allows you to reroll all the failed dice on the first roll.

Example: Penebui of the Mesen-Nebu has Professional Training (Alchemist) ••. Her player marks Crafts and Science as her Asset Skills and assigns Chemists and Librarians as her Contacts. Upon achieving the third dot, Penebui adds Occult as a third Asset Skill and adds Occult (Alchemy) and Science (Metallurgy) as her Specialties.

Pusher (•)

Prerequisite: Persuasion ••

Effect: Your character tempts and bribes as second nature. Any time a mark in a Social interaction accepts his soft leverage (p. XX), improve his Impression as if he'd satisfied her Vice as well as moving the Impression up on the chart as usual.

Relic (• to ••••)

Effect: Your character bears one or more relics (p. XX), with combined total ratings equal to the dots in this Merit.

Renowned Artisan (•••)

Prerequisite: Crafts ••• with relevant Specialty

Effect: Your character is a master artisan of the crafts favored by their guild or that of their Arisen master. Once per chapter, you may reroll a mundane Crafts action related to the guild's work, keeping the higher result. You also gain a +1 bonus to Social rolls interacting with members of this guild.

Resources (• to ••••, Cult)

Effect: This Merit reflects your character's disposable income. She might live in an upscale condo, but if her income is tied up, she might have little money to throw around. Characters are assumed to have basic necessities without Resources.

The dot rating determines the relative amount of disposable funding the character has available. One dot is a little spending money here and there. Two dots is a comfortable, middle-class wage. Three is a nicer, upper-middle-class life. Four is moderately wealthy. Five is filthy rich.

Every item has an Availability rating (p. XX). Once per chapter, your character can procure an item at her Resources level or lower, without issue. Obtaining an item one Availability above her Resources reduces her effective Resources by one dot for a full month, since she has to rapidly liquidate funds. She can procure items two Availability below her Resources without limit (within reason). For example, a character with Resources •••• can procure as many Availability •• disposable cellphones as she needs.

Retainer (• to ••••, Cult)

Effect: Your character has an assistant, sycophant, servant, or follower on whom she can rely. Establish who this companion is and how she acquired him. It may be as simple as a paycheck. He might owe your character his life. However it happened, your character has a hold on him.

A Retainer is more reliable than a Mentor and more loyal than an Ally. On the other hand, a Retainer is a lone person, less capable and influential than the broader Merits.

The Merit's dot rating reflects the Retainer's relative competency. A one-dot Retainer is mildly useful, mostly for reliably taking on menial tasks; sometimes you don't need to be wowed, you just need to get a thing from point A to point B. A three-dot Retainer is a professional in his field, someone capable in his line of work. A five-dot Retainer is one of the best in his class. If a Retainer needs to make a roll, and it's within his field, double the dot rating of the Merit and use it as a dice pool. For anything else, use the dot rating as a dice pool.

You can purchase this Merit multiple times to represent multiple Retainers.

Ritualistic Cult (•, Cult Only)

Effect: The cult maintains a regular schedule of rituals and observances. These rites, performed in the Lifeweb of the mummy's tomb, soothe and empower the Arisen soul. When meditating to regain Pillars during the cult's rites, the mummy adds the cult's Dominance to their roll.

Safe Place (• to •••••, Cult)

Effect: Your character has somewhere besides her tomb she can go where she can feel secure. While she may have enemies that could attack her there, she's prepared and has the upper hand. The dot rating reflects the security of the place. Equipment represents the actual location, the luxury, and the size. A one-dot Safe Place could simply be out of sight, out of mind, or feature minor security systems. A five-dot could have a security crew, infrared scanners at every entrance, or trained dogs. Each place can be an apartment, a mansion, or a hidey-hole.

A Safe Place gives all owners an Initiative bonus equal to the total Merit dots while inside.

Any efforts to breach the Safe Place suffer a penalty equal to the Merit dots invested. If the character desires, the Safe Place can include traps that cause intruders lethal damage equal to the Merit dots, or bashing damage equal to twice the Merit's dots. The traps may be avoided with a Dexterity + Larceny roll, penalized by the Safe Place rating.

Each instance of this Merit reflects a different place.

Sandglass (••)

Effect: The Sekhem flowing through your character's soul has sharpened your perception of time. When encountering unusual disruptions in time, such as mirages, time splinters, or supernatural powers altering the temporal flow, your character perceives the distortion through a unique sensation. One feels extreme thirst, while another feels the grit of sand beneath their fingernails. This sense doesn't tell the character the nature of the disruption, but a successful Wits + Composure roll can lead them to the effect. Characters with this Merit may attempt to Feel the Flow like mummies, using Wits + Composure as their dice pool and substituting Willpower dots for Sekhem or Willpower points for Pillar costs. Mummies with this Merit add their Wits and gain an exceptional success on three successes instead of five when Feeling the Flow.

Scapegoats (•, Cult Only)

Effect: By shifting blame to others, the cult maintains its integrity. Once per story, instead of punishing or banishing the guilty during a mutiny, they may focus the cult on a new target by

assigning a new cult action. This clears only two points of Fidelity damage, but maintains Reach and Grasp.

Scorpion Cult Initiation (• to •••••, Cult Only)

Scorpion Cult Initiation reflects membership in cults dedicated to an Arisen or the Judges, and thus a valid character target for the Rite of Investment. The dot rating dictates standing: one dot is an initiate or lay cultist, two a full and respected member, three a priest or cultic enforcer, four a decision-making leader, and five is the hierophant or cult leader.

In addition to standing, a Scorpion Cult Initiation Merit offers benefits at each level of influence. The following is a sample “standard” Cult Initiation, but the benefits of membership can vary widely depending on the nature and makeup of the cult:

• **Initiate:** Initiates are instructed in lore of the Judge the Arisen serves and the particulars of Iremite faith, or shepherded towards being the eyes and arms of the cult and recognizing the secret ways of doing things. They gain *either* a specialty in Iremite Religion for Academics or a Bureaucracy specialty in Politics.

•• **Cultist:** Full cult members must learn to speak, read, and write in Iremic. They gain the Language Merit (Iremic) free of charge. Cultists at this level are immune to Sybaris, so long as they faithfully follow the Doctrine of the cult.

••• **Wab:** Even the lowest priests, the wab, command significant cult resources. Spend two dots between Contacts, Allies, Resources, or Retainers to reflect this. Additionally, cult tasks personally overseen by a priest add a +3 modifier to rolls to generate Effort.

•••• **Hem-Netjer:** Sybaris does not touch the truly loyal. On the other hand, long exposure to miracles robs them of their mystery. The hem-netjer (“servant of the god”) gains the Witness (•••) Merit. Unlike the temporary protection to Sybaris afforded those who are full members, this Merit persists past excommunication.

••••• **Tepi:** Glory reflected still shines brightly, at the hierophant is privy to many secrets of the mummy’s guild. The cult’s tepi (“first”) may use relics of the mummy’s guild without suffering a drawback, as if they were the mummy.

Secretive (••, Cult Only)

Effect: With rituals performed in masks or darkened rooms, the cult maintains strict anonymity among its members. Cultists are only privy to the identities of cultists of equal or lower rank in Scorpion Cult Initiation. Investigating an individual cultist’s connection to the cult or its activities requires additional Clues equal to their rank in Scorpion Cult Initiation.

Small-Framed (••)

Effect: Your character is diminutive. He’s not even five feet tall, and it’s easy to walk into him without noticing. He’s Size 4, and thus has one fewer Health box. He gains +2 to any rolls to hide or go unnoticed, and this bonus might apply any time being smaller would be an advantage, such as crawling through smaller spaces. Normally this is only available at character creation, but unnatural sorceries could cause it as well.

Drawbacks: In addition to the lower Health, some people might overlook your character or not take him seriously.

Specialized Cultists (•, Cult Only)

Effect: The cult is well-trained in a single Skill. Whenever they aid their mummy in tasks reliant upon it, the mummy gains the 9-again effect on their roll. This Merit may only be taken once.

Storied (•, Cult Only)

Effect: The very idea of your cult is ludicrous, and anyone attempting to shed light upon their secretive activities will become a laughingstock. Any rolls to discredit the cult's enemies gain a +1 bonus.

Staff (• to •••••, Cult)

Effect: Your character has a crew of workers or assistants at her disposal. They may be housekeepers, designers, research assistants, animators, cheap thugs, or whatever else makes sense. For every dot in this Merit, choose one type of assistant, and one Skill. At any reasonable time, her staff can take actions using that Skill. These actions automatically garner a single success on minor, mundane activities. Note that you may have employees without requiring the Staff Merit. Staff simply adds a mechanical advantage for those groups.

Status (• to •••••, Cult)

Effect: Your character has standing, membership, authority, control over, or respect from a group or organization. This can reflect official standing, or merely informal respect. No matter the source, your character enjoys certain privileges within that structure.

Status only allows advantages within the confines of the group reflected in the Merit. Status (Organized Crime) won't help if your character wants an official, concealed-carry firearms permit, for example.

Status provides two major advantages. First, your character can apply her Status to any Social roll with those over whom she has authority or sway. Second, she has access to group facilities, resources, and funding. Depending on the group, red tape and requisitioning processes could limit this. It's also dependent on the resources the particular group has available.

Each instance of this Merit reflects standing in a different group or organization. Each affords its own unique benefits. As you increase your dot ratings, your character rises in prominence in the relevant group.

Drawback: Status requires upkeep, and often, regular duties. If your character does not uphold these duties, she may lose the Status. The dots are not accessible until the character re-establishes her standing. In our Organized Crime example, your character may be expected to pay protection money, offer tribute to a higher authority, or undertake felonious activities.

Striking Looks (• or ••)

Effect: Your character is stunning, alarming, commanding, repulsive, threatening, charming, or otherwise worthy of attention. Determine how your character looks and how people react to that. For one dot, your character gets +1 on any Social rolls that his looks would influence. For two

dots, it's +2. Depending on the particulars, this might influence Expression, Intimidation, Persuasion, Subterfuge, or other rolls.

Drawback: Attention is a double-edged sword. Any rolls to spot, notice, or remember your character gain the same dice bonus. Sometimes, your character will draw unwanted attention in social situations. This could cause further complications.

Sympathetic (••)

Effect: Your character has a pitiful face, a well-honed sob story, or is otherwise really good at letting others get close. At the beginning of a Social maneuvering attempt (p. XX), you may accept a Condition such as Leveraged or Swooned to immediately eliminate two of the subject's Doors.

Syncretic (•, Cult Only)

Effect: The cult's beliefs are a harmonized amalgam of the lore of Irem and the teachings of a local belief system. When working alongside other cults or followers of the local belief system, the cult gains a +2 bonus to cult actions.

Trained Observer (• or •••)

Prerequisite: Wits or Composure •••

Effect: Your character spent years in the field, catching tiny details and digging for secrets. She might not have a better chance of finding things, but she has a better chance of finding *important* things. Any time you make a Perception roll (usually Wits + Composure), you benefit from the 9-again quality. With the three-dot version, you get 8-again.

True Friend (•••)

Effect: Your character has a true friend. While that friend may have specific functions covered by other Merits (Allies, Contacts, etc.), True Friend represents a deeper, truly trusting relationship that cannot be breached. Unless your character does something egregious to cause it, her True Friend will not betray her. The Storyteller cannot kill a True Friend as part of a plot without your express permission. Any rolls to influence a True Friend against your character suffer a -5 dice penalty. In addition, once per story your character can regain one spent Willpower by having a meaningful interaction with her True Friend.

A mummy always recognizes their True Friend upon arising, leaving them untouched by their wrath. By succeeding at a Presence + Empathy roll penalized by the Arisen's defining Pillar, the True Friend can even pull the mummy from this mindless state.

Vestige (• to •••••)

Effect: The character possesses one or more Vestiges (p. XX), with combined total ratings equal to the dots in this Merit. Vestiges purchased through this Merit may resonate with the character's Anchors if the player wishes.

Vice-Ridden (••, Cult)

Effect: Your character is notoriously depraved, possessing two Vices. Once per scene, he may regain one Willpower by indulging whichever one he chooses.

Virtuous (••, Cult)

Effect: Your character strives for excellence, possessing two Virtues. The limitations of how many times she may refresh Willpower using a Virtue remain the same, but she may regain it from either one.

Wayward Cult (•••, Cult Only)

Effect: The cult has been misled about the nature of their mummy and the Judges. Whenever the cult seeks to block another cult, they gain a +2 bonus to Reach and Grasp. Wayward cults also lack a Judge's Doctrine, though by sacrificing a dot of Dominance, they may claim a third Doctrine of their mummy's choice.

Drawback: When first recognizing a mummy leading another cult, the first action from the rival cult inflicts aggravated rather than lethal damage to Fidelity. Further actions by this rival cult inflict lethal damage as normal. Without a Judge's Doctrine, a cult only gains Cult Beats from the other two, though the mummy freely reigns over them as he sees fit. If a third Doctrine is ever claimed, the mummy suffers a Descent roll for his arrogance every time the cult gains a Beat from the stolen Doctrine.

Supernatural Merits

These Merits require the character remain human (non-supernatural). If the character becomes a vampire, ghoul, mage, or any other supernatural character type, these Merits disappear. Per the Sanctity of Merits (see p. XX), these Merits can be reallocated.

Accursed Harbinger (•••)

Effect: Something about your character's soul makes it difficult for curses to find purchase. Whenever he would acquire a passive curse, such as by touching a cursed relic, reflexively roll Resolve + Composure. If successful, the curse remains passive, infecting the next valid target he touches instead of the character. He may only have one curse held at bay at any given time, and any additional curses will affect him normally. This Merit provides no protection against curses actively directed at the character.

Clairvoyance (•••)

Effect: Your character can project her senses to another location. She sees, hears, smells, and otherwise experiences the other place as if she were there. This ability requires a point of Willpower to activate, successful meditation, and a Wits + Occult roll.

Suggested Modifiers: Has an object important to the place (+1), never been there (-3), scrying for a person and not a place (-3), scrying for non-specific location (-4), spent significant time there (+2), touching someone with a strong connection to the place (+1)

Drawback: When choosing this ability, determine how your character is able to scry. It may be through a crystal ball, through a drug-induced trance, with esoteric computer models, or any other reasonable method. She cannot scry without that tool or methodology.

Cursed (••)

Effect: Your character has run afoul of fate. Whether due to a relic's curse, a dying mummy's malediction, dark rites, or other mysterious means, he's been cursed. Most importantly, he's aware of the curse. When taking this Merit, define the limitations of the curse. Usually, it's expressed in the form of a single statement, such as, "On the eve of your twenty-seventh birthday, you will feast upon your doom." It's important to work out the details with the Storyteller. The curse must take effect within the scope of the planned chronicle.

While he knows how he'll die, this is a liberating experience. He's confident of the method of his death, so nothing else fazes him. Gain a +2 on any Resolve + Composure roll to face fear or self-doubt. Any time he takes lethal damage in his last three health boxes, take an additional Beat.

Forbidden Rites (• to •••••, Cult)

Prerequisite: Library (Occult) ••, Ritual Sorcerer, Sorcerous Knowledge •

Effect: Your character has collected details on more rites than he could possibly hope to learn, but with time, effort, and sacrifice, they may still be attempted. Each dot in this Merit is associated with a Closed Rite the character has not learned. Attempting to enact these rites from the available resources is more costly and prone to failure. Performing the ritual requires a Pillar point, a human sacrifice, or the assistance of a fiend in addition to any other requirements, and any rolls to perform it suffer a -2 penalty.

Cults may take this Merit, but require a sorcerer with the other prerequisites to lead them in Closed Rites. With such a sorcerer, the cult may engage in any of the Closed Rites known as a cult action.

Grave Robber (•••••)

Effect: Your character has a talent for stealing from the dead. His touch doesn't rouse mummies from their slumber. Even stealing a relic from the tomb's Lifeweb gives him a two-hour headstart before the mummy arises. A mummy's initial Clue when seeking the pilfered relic through kepher is tainted.

Drawback: If the grave robber steals more than one relic from the same tomb at a time, the mummy arises with the Relentless Condition.

Laying on Hands (•••)

Your character's faith or force of devotion becomes a wholesome force that heals the sick and mends injuries. However, she takes some of those injuries upon herself by proxy.

Effect: By spending a Willpower point, touching the sick or wounded, and rolling Presence + Empathy, your character may heal them. Every success heals two points of bashing damage, or one level of lethal damage. Three successes allows for a single point of aggravated damage.

Drawback: For every two points of damage healed (rounded up), your character suffers a single point of the same type of damage. Additionally, your character may heal diseases and other ailments. The Storyteller assigns a target number of successes between one (the common cold) and ten (flesh-eating bacteria). This takes an extended action, and the character suffers a minor version of the illness.

Lineal Inheritor (•••)

Effect: Whether raised in the cult or growing up without knowledge of your origins, one of your character's parents was indispensable to a Scorpion Cult. You inherited their invested Pillar following their demise, gaining the advantages of being an invested cultist. This Pillar may not be drawn away until the mummy or their cult performs the Rite of Investment on the character. If invested, they may hold one additional Pillar point beyond their usual limit.

Drawback: The dreams of the cult always lead them toward you, which may also draw the attention of their allies and enemies. If the mummy's sahu was destroyed, the cult will be steadfast in their efforts to seize their sovereign's future body.

Medium (•••)

Prerequisite: Empathy ••

Effect: Your character hears the words and moans of the dead. If he takes the time to parse their words, he can interact with them verbally.

Your character has more than just a knack for knowing when ephemeral beings are lurking nearby, he can reach out and make contact with them. By conducting a ritual, meditating, or otherwise preparing to commune with the unseen, and succeeding at a Wits + Occult roll, he temporarily increases the relevant Condition one step along the progression from nothing, to Anchor, Resonance, or Infrastructure, to Open, and finally to Controlled (see p. XX for more on Conditions as they relate to spirits). The effect lasts until he spends a Willpower point, but if an Influence has been used to progress the Condition further, doing so only reduces it by one step.

Drawback: Speaking with ghosts can be a blessing, but your character cannot turn the sense off, any more than he can turn off his hearing. The character hears the words of the dead any time they're present. Once per game session, usually in a time of extreme stress, the Storyteller may deliver a disturbing message to your character from the other side. You must succeed in a Resolve + Composure roll or gain either the Shaken or Spooked Condition.

Omen Sensitivity (•••)

Effect: Your character sees signs and patterns in everything. From the way the leaves fall, to the spray of antifreeze when his radiator pops, to the ratios of circumference on the shell he picked up on the sidewalk, everything has meaning. With some consideration, he can interpret these meanings. This would be far better if he could turn it off. Everything is important. Everything could mean the end of the world, the deaths of his friends, or other tragedies. If he misses an omen, it might be the wrong one.

Once per game session, you can make a Wits + Occult roll for your character to interpret an omen in his surroundings. For every success, ask the Storyteller a yes or no question about your character's life, his surroundings, a task at hand, or the world at large. The Storyteller must answer these questions truthfully.

Drawback: His ability becomes an obsession. Each time he reads a portent, he gains the Obsession or Spooked Condition.

Psychokinesis (••• or •••••)

Effect: Your character has a psychic ability to manipulate the forces of the universe. Every type of Psychokinetic is different. For example, your character might have Pyrokinesis, Cryokinesis, or Electrokinetic, the control of fire, cold, or electricity, respectively. This is not an exhaustive list. He can intensify, shape, and douse his particular area of ability. With the three-dot version, some of the given force must be present for him to manipulate. With the five-dot version, he can manifest it from nothingness.

Spend a point of Willpower to activate Psychokinesis, and roll Resolve + Occult. Each success allows a degree of manipulation; choose one of the following options below. If you intend to cause harm with the roll, subtract the victim's Resolve from the Resolve + Occult roll. If characters should be harmed without a direct attack, for example, if they run through a patch of flame, the three-dot version of the Merit causes one lethal damage, and the five-dot version causes two. The Storyteller may rule that larger manifestations may cause more, if the situation calls for it.

- Increase or decrease the Size of the manifestation by 1.
- Move the manifestation a number of yards equal to your character's Willpower dots times 2.
- Shape the force into a specific form. This may require an Intelligence + Crafts roll to form it into a detailed or intricate shape.
- Attack a victim with the force. Allocate any number of the rolled successes to cause harm. With the three-dot Merit, Psychokinesis is a weapon causing one lethal damage. Psychokinesis is considered a two lethal weapon with the five-dot version.
- Use the force creatively. This is up to the situation and the force in question. For example, an Electrokinetic may use his ability to power an electronic device briefly or to jumpstart a stalled automobile.
- Manifest his force. This only works with the five-dot version. It manifests a Size 1 patch of the force. It may spread or be enlarged with further successes.

Drawback: Whenever your character depletes his last Willpower point, the Storyteller can call on his abilities to manifest spontaneously. Resist this with a Resolve + Composure roll, with a -2 penalty if his chosen force is prominently featured nearby. For example, the penalty applies if a Pyrokinetic is locked in a factory with a hot forge. This tends to happen during wildly inconvenient moments, and in ways that usually cause more trouble than they solve. With these wild manifestations, use of Psychokinesis does not cost Willpower.

Psychometry (•••)

Effect: Psychometry is the psychic ability to read impressions left on physical objects. Your character can feel the emotional resonance left on an item, or can perceive important events tied to a location with this ability. The ability automatically hones in on the most emotionally intense moment tied to the item.

Spend a Willpower point to activate Psychometry. The successes scored on a Wits + Occult roll determine the clarity of the visions. For each success, you may ask a single yes or no question of

the Storyteller, or one of the following questions. For questions pertaining to specific characters, if your character hasn't met the person in question, the Storyteller may simply describe them.

- What's the strongest emotion here?
- Who remembers this moment the most?
- Am I missing something in this scene?
- Where was this object during the event?
- What breaking point caused the event?

Suggested Modifiers: Character has read impressions from this item before (-2), important event happened more than one day ago (-1), more than one week ago (-2), more than one month ago (-3), more than one year ago (-5), item was used in a violent crime (+2), item is only vaguely tied to the event (-2), spirits pertaining to the event are nearby (+3)

Drawback: Once per chapter, the Storyteller can force a Psychometry vision any time an important place is visited, or an important item is touched. This doesn't require a roll or a Willpower point to activate. The Storyteller can give any information pertaining to the event in question. Additionally, the Storyteller can impose one Condition relevant to the event.

Ritual Sorcerer (••••)

Your character has studied the magical secrets of the world, knows of rituals to evoke them, and, with time and effort, can learn them.

Prerequisite: Any Mental Attribute •••, Occult ••• with relevant Specialty.

Effect: The Merit grants Sorcerous Rite slots equal to the character's Resolve. You may fill one slot with either an Open Rite Mastery (p. XX) or a Closed Rite (p. XX). Other slots are "open", waiting to be filled with rites the character encounters during play. Filling a slot costs nothing, but a sorcerer can't swap a known rite for a new one. Sorcerers may not invent their own rites without the Sorcerous Knowledge Merit.

Sorcerous Knowledge (• to •••••)

Prerequisite: Ritual Sorcerer

Effect: Your character intensifies her study of hidden rituals and secret names, acquiring new slots beyond those granted by her Resolve. The slot may be filled with an Open Rite Mastery or Closed Rite. With the Storyteller's permission, you may invent a new Closed Rite to fill this slot. Slots gained through this Merit are automatically filled, since they represent specific studies. A sorcerer may never have more dots in this Merit than dots in Occult.

Sorcerous Prodigy (•••)

Prerequisite: Ritual Sorcerer, Sorcerous Knowledge ••

Effect: Your character learns and masters Open Rites with ease. When filling a Sorcerous Rite slot with an Open Rite Mastery, each slot may hold two Open Rites. Closed Rites still require an entire slot for each one.

Telekinesis (• to •••••)

Effect: Your character has a psychic ability to manipulate the physical world with her mind. This means lifting, pushing, and pulling objects. Fine manipulation is beyond the scope of Telekinesis. By spending a Willpower point, she can activate Telekinesis for the scene. Her dots in this Merit determine her mind's effective Strength for the purpose of lifting and otherwise influencing her environment.

A Telekinetic can use her abilities to cause harm by lashing out at threats. Each such "attack" costs a point of Willpower. The dice pool to attack is Telekinesis + Occult, penalized by the opponent's Stamina. The attack causes bashing damage. Alternatively, it can be used to grapple, with the Merit dots representing the Strength score of the psychic. Any overpowering maneuvers require additional Willpower points.

Drawback: Any time your character suffers injury or intense stimuli, the Storyteller may call for a Resolve + Composure roll to resist activating Telekinesis at an inopportune time. If the Storyteller calls for this roll and it fails, the character activates Telekinesis in a quick, impressive display of the power. That use of Telekinesis is free. The player can choose to automatically fail the Resolve + Composure roll and take a Beat.

Telepathy (••• or •••••)

Effect: Your character can hear surface thoughts and read minds. With the five-dot version of this Merit, he can broadcast simple messages to others' minds. He hears these thoughts as if they were spoken, which means they can sometimes be distracting. He can only hear thoughts at the range he can normal conversation, regardless of any ambient noise (so a telepath can hear the thoughts of someone next to him at a loud concert, even though he can't actually hear the subject talk, but cannot hear the thoughts of someone a football field away under quiet conditions). Spend a point of Willpower to activate Telepathy, and roll Wits + Empathy, minus the subject's Resolve if the subject is unwilling. If successful, the subject's player must tell you the foremost thought on the character's mind. Additional successes allow you to ask the subject's player additional questions from the following list. The questions can be asked at any time within the same scene. With the five-dot version, every success offers a single phrase the subject hears as if your character said it. As before, these phrases can be communicated at any time during the same scene.

- What does your character want right now?
- What does your character fear most right now?
- What is your character hiding?
- What does your character want mine to do?
- What does your character know about [relevant topic at hand]?
- What turns your character on right now?
- What's something shameful or embarrassing about your character?

Drawback: Sometimes your character hears things he probably shouldn't. Once per chapter, the Storyteller can give your character a message of terrible things to come. Perhaps he overhears the mad, internal ramblings of a cultist in a crowd. Maybe he hears a plot to hijack a plane. Maybe,

just maybe, he hears the incoherent thoughts of the God-Machine. These heard thoughts never just occur. They always happen when your character has something else, something important and pressing going on. When this happens, the Storyteller gives you a Condition such as Spooked or Shaken.

Thief of Fate (•••)

Effect: Your character is a magnet for fortune and fate. When she's close to someone, she unintentionally steals their good fortune. If she touches someone, this Merit takes effect unless she spends a point of Willpower to curb the effect for a scene. In the same day, any failures the subject makes are considered dramatic failures. If she's used this Merit at any time in a given day, she gains four dice any time she spends Willpower to increase a dice pool.

Drawback: Once a victim of this Merit suffers a dramatic failure, he hears your character's name in the back of his mind. This may inspire scrutiny.

Unseen Sense (••)

Effect: Your character has a "sixth sense" for a type of supernatural creature, chosen when you buy the Merit. For example, you may choose Unseen Sense: Vampires, or Unseen Sense: Fairies. The sense manifests differently for everyone. Her hair stands on end, she becomes physically ill, or perhaps she has a cold chill. Regardless, she knows that *something isn't right* when she is in the immediate proximity of the appropriate supernatural being. Once per chapter, the player can accept the Spooked Condition (p. XX), in exchange for which the character can pinpoint where the feeling is coming from. If the target is using a power that specifically cloaks its supernatural nature, however, this does not work (though the Condition remains until resolved as usual).

Witness (•••)

Effect: While mummies debate whether the existence of Witnesses indicates the reincarnation of loved ones lost long ago or souls of unusual qualities, your character only knows a creeping sense of apprehensive wonder and illusive glimpses of events never experienced in this life. Your character instinctively recognizes when she is in the presence of the Deathless, the Lifeless, or the Endless as though possessing the Unseen Sense Merit. She also doesn't suffer the usual effects of Sybaris. Any time she would gain the Sybaris Condition, she instead experiences visions or dreams of times long passed or yet to come, gaining the Obsession Condition related to helping, hindering, or learning about the mummy encountered.

Cult Creation

At the beginning of a **Mummy: The Curse** chronicle, a meret has at least one cult. This section is a step-by-step process for creating a cult. If the meret has more than one, use this process for every cult the meret has.

Step One: Cult Archetype

Determine the archetype of the cult. A cult has three archetypes:

Conspiracies

Conspiracies emphasize secrecy, organizing into easily detachable cells and communicating through encrypted channels. They often disguise themselves with the trappings of organized

crime, underground political groups, and modern-day conspiracy theory. Its actions are often illegal or simply distasteful to society at large. Conspiracy cultists join in hopes of gaining an advantage over other people.

Enterprises

Enterprises emphasize utility, organizing into corporations or non-profit groups. They operate in the open, employing outsiders and maintaining relationships with the public. Its actions are often legal, or at least tolerated by the public. Enterprise cultists join either because they believe in the cult's disguised cause, or just to receive a hefty paycheck.

Tribes

Tribes emphasize authority, organizing into rigidly hierarchal systems directly controlled by its mummy. They may disguise themselves as religions, but every Tribal cult knows exactly who they are serving, even if they don't know every detail. Its actions span the spectrum of legality and are always tinged in Irem's lost religion. Tribal cultists join to become a part of something bigger, to see a sliver of truth behind their mundane lives.

Archetypes

- **Select an Archetype:** Conspiracy, Enterprise, or Tribe.

Step Two: Doctrines, Virtue, and Vice

Doctrines are the uniting ideals and goals that keep the cult together through the ages. They are the foundation of the cult, the ways the culture and morality of the Nameless Empire remain alive. Faithful cults always have one Doctrine that is an order directly from the mummy's Judge (p. XX). Everyone at the table should agree to a cult's Doctrines.

Additionally, determine a Virtue and Vice for the cult, representing the overall nature of its cultists.

Doctrines

- **Choose Three:** Determine three Doctrines for your cult. One Doctrine is the Judge's Doctrine, and must be appropriate to the Judge the cult serves. Doctrines must be actively worded, such as "We never harm those we deem innocent," or "Outsiders must fear our might." Wayward Cults (p. XX) have no Judge's Doctrine, but begin play with only two Doctrines.

Virtue and Vice

- **Choose Virtue and Vice:** Determine the cult's Virtue and Vice.

Step Three: Attributes

Cults use two Attributes: Reach and Grasp. These Attributes represent the methods cults use to achieve their objectives, and how effective they are at using them.

Reach

Reach measures the cult's spread throughout the world. It also represents the cult's ability to use legal channels of manipulation.

Grasp

Grasp measures the cult's ruthlessness. It also represents the cult's ability to use illegal channels of manipulation.

Attributes

- **Base Competency:** The cult starts with one dot in Reach and Grasp for free.
- **Conspiracy's Cunning:** A Conspiracy starts with +2 Grasp.
- **Efficient Enterprise:** An Enterprise starts with +2 Reach.
- **Tribal Totality:** A Tribe starts with +1 Reach and +1 Grasp.
- **Additional Dots:** When taking dots in the Cult Merit (p. XX), each new dot may be added to Reach or Grasp as desired. A single new dot in Cult cannot be applied to both Reach and Grasp at once.

Step Four: Merits (p. XX)

Cult Merits may represent either the quality and abilities of a single important cult member or the collective quality and abilities of the whole cult. A cult's Resources could either represent the overall profit of a successful fiscal year or the deep pockets of a high priest. Everyone should agree on whether a Merit represents a cultist or the whole cult.

All cults grant Scorpion Cult Initiation (p. XX) to its members. Assume that most cultists who actively know they are serving a cult have at least one or two dots in the Merit.

Merits

- **Cult Merits:** Choose seven dots worth of Merits. Chosen Merits must have the Cult or Cult Only tag.

Step Five: Advantages

Cults have two Advantages: Dominance, which represents the level of material and supernatural power a cult wields, and Fidelity, which represents the cult's faith and morale.

Advantages:

- **Dominance:** 1
- **Fidelity:** 5 + Lowest of Reach or Grasp.

Cult Experience Costs

Spend the following amounts of experience to improve the cult.

Attribute: 6 Experiences

Merit: 1 Experience

Dominance: 5 Experiences*

*Dominance may only be increased with Cult Beats.

Pillars

The Arisen used their powerful souls to withstand the Judge's tests and return to the world of the living. Mummies harness the Sekhem within their souls using the five Pillars they contain: Ab (Heart), Ba (Spirit), Ka (Essence), Ren (Name), and Sheut (Shadow).

Effects of Pillars

- **Rating:** Pillars are rated from 1-5 dots.
- **Pillar Points:** Each Pillar has a number of temporary Pillar points equivalent to the Pillar's current rating.

Using Pillars

Pillars enhance a mummy's natural talents and empower their incredible Utterances through Pillar points.

Spending Pillar Points

- **Physical Attribute Boost:** Once per scene, spending Pillar points raises Physical Attributes by a number of dots determined by a mummy's current Sekhem rating (p. XX). If a mummy has Physical Attribute 6+ at Sekhem 5 or below, Physical Attribute increases are calculated with a starting Trait dot rating of 5. Effect lasts until the end of the scene.
- **Favored Attribute Boost:** Once per scene, spending Pillar points from a mummy's defining Pillar raises her decree's favored Attributes (p. XX) on a one-for-one basis. If a mummy has Favored Attribute 6+ at Sekhem 5 or below, favored Attribute increases are calculated with a starting Trait dot rating of 5. Effect lasts until the end of the scene.
- **Seal the Flesh:** Once per scene, a player may spend a point from any Pillar to heal a mummy's body. The mummy heals 3 points of bashing and 1 point of lethal damage per turn, for a number of turns equivalent to the Pillar's rating. The mummy cannot die until the effect ends, even if the effect is unable to heal her wounds. The player may only spend one point per Pillar for this effect.
- **Utterances:** Spending the required amount and type of Pillar points activates an Utterance.
- **Vessels:** Spending one Pillar point from any Pillar activates a vessel (p. XX).
- **Corpse Form:** Spending a Pillar point reveals the mummy's true *sahu* for the remainder of the scene, unless an Affinity or Utterance conceals it. This is a trigger for Sybaris (p. XX).

Recovering Pillars

A mummy's powers exhaust the soul. The Arisen have ways to refresh it.

Recovering Pillar Points

- **Affirming Decree:** A mummy has two signature methods of regaining Pillar points as determined by her decree (p. XX).
- **Meditation:** Once per chapter, a mummy may spend a scene in meditation, taking refuge in her memories and sense of self. The mummy's player rolls her Memory as a dice pool, and

each success provides one Pillar point of the player's choice. Willpower cannot be used on this roll. If the mummy meditates in her tomb, add its Geometry rating (p. XX) to the dice pool.

- **Vestiges:** Cannibalizing Vestiges (p. XX) provides 1 Pillar point per dot.

Affinities

The Arisen are filled to the brim with Sekhem. Each is so soaked in this radiant life essence as to become a vessel of fortune and power, and gains powerful Affinities that reflect the holy energy of the Pillars of her soul. This empowerment is no accident, the Arisen believe; the magic of the Rite of Return shapes each mummy to serve as a channel in this way, thus laying the foundations of each Affinity through its sorcery.

Using Affinities

Many Affinities are innate and instinctive, girding the Arisen with good luck, preternatural skill, or simple but potent magics that work at the slightest willing of the mummy. The Arisen do not need to actively invoke such Affinities; the blessings are always present, always working to aid the mummy and coax the threads of Fate to her favor.

Some Affinities have effects requiring the expenditure of Willpower points to activate; these magics require a little more focus and intent on the part of the Arisen. A mummy can spend any number of Willpower points on activating Affinities each turn without counting towards the usual one Willpower point per turn limitation.

Gaining Affinities

A mummy manifests new Affinities naturally, usually without conscious effort. As her Pillars grow stronger and her soul waxes in righteousness, so does the power of the Rite of Return shape itself around her being and draw forth new Affinities. A mummy does not know she has gained a new Affinity until she first, instinctively, uses it when faced with an appropriate situation.

Affinities often have prerequisites pertaining to decree, guild, or Pillar rating. A mummy can only acquire an Affinity that she meets the prerequisites for.

Anointed Prowess

Prerequisites: Ka 1

Effect: The mummy's player can reduce the target number on one of her Physical dice pools by spending a point of Willpower. The mummy must possess an applicable Specialty for the dice pool; the Affinity shifts the target number on the dice in the pool from eight to seven. The effects of this Affinity then apply to all further dice pools involving the Specialty for the remainder of the scene.

Auspicious Mastery

Prerequisites: Ba 1

Effect: The mummy's player can reduce the target number on one of her Mental dice pools by spending a point of Willpower. The mummy must possess an applicable Specialty for the dice pool; the Affinity shifts the target number on the dice in the pool from eight to seven. The effects

of this Affinity then apply to all further dice pools involving the Specialty for the remainder of the scene.

Beast Companion

Prerequisites: Ba 1

Effect: In each incarnation, the Arisen is accompanied by a favored animal. She chooses a beast companion simply by touching it, which binds it to her in loyalty; it remains such until its death, whereupon the mummy may choose a new animal. The chosen animal possesses normal characteristics for its kind, with the following additions:

- The animal is immune to Sybaris, and utterly loyal to the Arisen. It cannot be turned against the Arisen, commanded or magically bound by another character, or chosen by a different Arisen who possesses this Affinity.
- The Arisen can communicate telepathically with the animal over any distance, and can reflexively ride the senses of the companion to see what it sees, hear what it hears, etc.
- The Arisen and the animal are always perfectly aware of one another's relative location and distance.
- The Arisen may spend Pillar points to reinforce the animal's Attributes just as she can her own. Furthermore, if the Arisen can perceive the animal, she can treat it as the origin point for her own Utterances.
- The animal suffers damage and heals as one of the Arisen.

Blessed Panoply

Prerequisites: Ren 1

Effect: This Affinity provides the following benefits:

- The Arisen's possessions do not rot, rust, degrade, or otherwise suffer from the passage of time. Tools do not suffer wear or tear from regular use, food does not spoil, and tombs do not crack or crumble. All such possessions have one greater Durability than normal.
- As an Instant action, the mummy becomes clean of all dirt, stains, tarnish, or other muck, as does any object she touches.
- Even the simplest tools are refined in the mummy's hands. She does not suffer the usual penalty for using an improvised weapon, and can always benefit from a +1 modifier from appropriate tools on any Extended action, even if all she has to work with are sticks or scraps.

Blessed Soul

Prerequisites: Ab 1

Effect: The mummy's player can reduce the target number on one of her Social dice pools by spending a point of Willpower. The mummy must possess an applicable Specialty for the dice pool; the Affinity shifts the target number on the dice in the pool from eight to seven. The effects of this Affinity then apply to all further dice pools involving the Specialty for the remainder of the scene.

By Steps Unseen

Prerequisites: Sheut 1

Effect: The Arisen may always attempt to hide, no matter the circumstances, and adds her Sheut to her Stealth for such dice pools. Whenever her player beats the successes of all contesting characters when attempting to hide, the mummy can reflexively teleport up to (Sheut x 10) yards to a destination she is aware of and that is not currently under observation by a sapient being. The first time the Arisen uses this Affinity to hide in plain sight and teleport in a scene, it is free; further uses cost one Willpower point.

Deathstight

Prerequisites: Sheut 1

Effect: This Affinity grants the following benefits:

- The Arisen can perceive beings in the ghostly frequency of Twilight, and can detect the presence of a ghost possessing a body at a glance.
- By spending a Willpower point, the Arisen can sense the Vice, Integrity rating, and Sheut rating of a character she can perceive.
- The Arisen can sense the nature of physical undead beings, or beings who have surpassed their natural lifespan, at a glance; she gains no further information about their state, however.
- By spending a Willpower point, the Arisen imposes her Sheut rating as a penalty on the dice pools of all attacks directed against her by undead beings for the remainder of the scene.

Divine Countenance

Prerequisites: Ab 1

Effect: The Arisen can reinforce Social Attributes by spending Pillars, much as she can her Physical Attributes; she is able to spend a Pillar point to boost a Social Attribute by one dot even when at Sekhem 1.

Dominating Might

Prerequisites: Ka 1

Effect: This Affinity grants the following benefits:

- The Arisen adds her Ka to her Strength for the purposes of lifting or moving objects.
- She adds her Ka to her Initiative.
- By spending a point of Willpower, all of the mummy's close combat attacks gain armor piercing equal to her Ka for the remainder of the scene.
- By spending a point of Willpower, the mummy may inflict the Knocked Down Tilt when successfully striking an opponent with a close combat attack.

Enduring Flesh

Prerequisites: Ka 1

Effect: This Affinity grants the following benefits:

- The Arisen does not suffer damage from naturally-caused Environmental Tilts or levels of extreme environment.
- She treats up to her Ka rating in points of damage caused by fire each scene as lethal damage rather than aggravated damage.

Enlightened Senses

Prerequisites: Ren 1

Effect: This Affinity grants the following benefits:

- The Arisen can perceive beings in the spiritual frequency of Twilight, and can detect the presence of a spirit possessing a body at a glance.
- She adds her Ren rating to her perception rolls, to Craft rolls to create art, and to Investigation rolls to solve puzzles or enigmas.
- She reduces any penalties for range when firing a weapon at medium or long range by her Ren rating.
- She cannot be surprised by an ambush or attack.

Entombed Glory

Prerequisites: None

Effect: By spending one point of Willpower, the mummy adds the rating of her defining Pillar to her effective Sekhem rating while within her tomb for the remainder of the scene. This cannot raise effective Sekhem higher than 10, and does not prevent consequences should the Arisen's actual Sekhem drop to 0.

Falcon Soul Aloft

Prerequisites: Ba 1

Effect: This Affinity grants the following benefits:

- The Arisen adds her Ba rating as automatic successes on dice pools for jumping or balancing.
- She never suffers environmental penalties on dice pools for jumping or balancing.
- She reduces the damage she takes from falling by her Ba rating, and extends this benefit to any person or object she holds while falling.

Familiar Face

Prerequisites: Ren 1

Effect: By spending a point of Willpower, the Arisen may improve her Impression with a single mortal by a number of levels up to her Ren rating. If used on a character with whom the Arisen has no meaningful pre-existing relationship, the target thinks the Arisen must be an old

acquaintance of positive nature, with a good history together that the target has trouble recalling just at this moment.

Glorious Mien

Prerequisites: Ab 1

Effect: By spending a point of Willpower, the Arisen gains a mantle of regal power for the remainder of the scene. Characters who can perceive the Arisen in her glory must succeed at a roll of Resolve + Composure – the Arisen’s Ab rating; failure inflicts them with the Awestruck Condition.

God King’s Scepter

Prerequisites: None

Effect: The mummy is tightly bound to her cult, beyond even the usual threads of Fate and magic. She treats the target number as one lower for all dice pools that would solely target members of her cult. She benefits from the Affinity for any kind of action—attempts to inspire or terrify her followers, punishment or attacks, the invocation of magic or the practice of medical treatment, etc. — but if the dice pool would also affect any characters who are not members of her cult, she loses the bonus.

Godsight

Prerequisites: Ren 1

Effect: This Affinity grants the following benefits:

- The Arisen knows the Sekhem rating of any Arisen she can perceive.
- By spending one Willpower point, the Arisen gains the ability to perceive supernatural beings and effects for the remainder of the scene, and adds her Ren rating to any Clash of Wills dice pools to penetrate supernatural obfuscation, concealment, illusion, or misdirection.

Grip of Death

Prerequisites: Sheut 1

Effect: This Affinity grants the following benefits:

- The Arisen adds her Sheut rating to her dice pools to establish or continue a grapple.
- Victims caught in a grapple with the Arisen suffer a supernatural silencing, unable to vocalize any sound.
- While in a grapple, the Arisen inflicts a penalty equal to her Sheut rating on perception rolls to notice the mummy or her opponent; this also applies to non-violent grapples such as embraces, bodily shielding someone, etc.
- The mummy can rise to her feet from prone as a Reflexive action, even if struck with the Knocked Down Tilt.

Living Monolith

Prerequisites: Ka 1

Effect: This Affinity grants the following benefits:

- The Arisen ignores wound penalties
- She gains additional health levels equal to her Ka rating.
- She never suffers environmental penalties on her dice pools to lift or carry objects.

Radiant Life Force

Prerequisites: Ren 1

Effect: This Affinity grants the following benefits:

- The Arisen may voluntarily suffer a point of aggravated damage to end a mental or spiritual Condition affecting her.
- The Arisen, and any other character present in the scene who she wishes to receive the same benefit, adds her Ren rating to Medicine dice pools.
- The mummy's touch immediately stabilizes incapacitated characters who are bleeding or otherwise suffering injuries that will kill them.

Retributive Curse

Prerequisites: Ka 1

Effect: This Affinity grants the following benefits:

- Whenever the mummy dies, the character or characters responsible for the death suffers the Cursed Condition.
- While the Arisen is meditating, unconscious, or dead, any dice pool to steal or harm the mummy's body suffers the mummy's Ka rating as a penalty. The machinations of Fate can cause this to manifest in unexpected manners, such as untimely interference, disasters that close off access to the mummy's tomb, or other narrative implementations that will thwart actions against the mummy.

Soul Infusion

Prerequisites: Ba 1

Effect: The Arisen can tap into the driving will of another's soul, transferring Willpower between them. She may use this Affinity on another character simply by touching them for a turn; if they're unwilling, she must establish a grapple with them first. Each turn, the Arisen may drain a point of Willpower from the target; if they are willing, she then gains a Willpower point for every two full points drained in this way. She may donate her Willpower points in the same way, granting the target one point for every two full points she loses. Draining a character's last Willpower point in this way, or attempting to drain a point when the target has none left, renders

them unconscious for the mummy's Ba rating in hours. Any given character can only gain up to 10 points of Willpower through Soul Infusion per day.

Soulsight

Prerequisites: Ab 1

Effect: This Affinity grants the following benefits:

- The Arisen adds her Ab rating to Empathy dice pools.
- By spending a Willpower point, the Arisen can sense the Virtue and Integrity rating of a character she can perceive. Should the target possess an equivalent trait to Integrity, the Affinity informs the mummy of that trait's rating instead. The Arisen can also sense any mental or spiritual Conditions affecting the target.

Voice of Conscience

Prerequisites: Ab 1

Effect: The Arisen's voice rings true with an appeal to the righteous heart of those who hear her, compelling them to action. The mummy adds her Ab rating to Social dice pools and social maneuvering rolls that appeals to or invokes a target's Virtue.

Voice of Temptation

Prerequisites: Sheut 1

Effect: The Arisen's voice resounds with the alluring call to indulge one's worst excesses, drawing forth the venom of sin to the surface of those who hear her. The mummy adds her Sheut rating to Social dice pools and social maneuvering rolls that appeals to or invokes a target's Vice.

Wisdom of the Ancients

Prerequisites: Ba 1

Effect: The Arisen can reinforce Mental Attributes by spending Pillars, much as she can her Physical Attributes; she is able to spend a Pillar point to boost a Mental Attribute by one dot even when at Sekhem 1.

Guild Affinities

There are certain Affinities unique to the guilds and kept secret within their ancient tradition. Arisen automatically choose one of these Affinities during character creation, with the only prerequisite being their membership of the associated guild. Like other Affinities, these manifest naturally and form part of the mummy's passive abilities.

When creating your character, you may choose one of the Affinities from your guild's list. The others may only be bestowed through experience and rising through the ranks of your guild.

Maa-Kep Affinities

Affable Aid

Effect: The mummy's bearing and noble mien are the unmistakable hallmarks of their guild. They carry themselves with the guile and craft of the subtle manipulator; their words find their way easily into the hearts and minds of their friends, foes, and marks alike, leaving an ineffable impression that rarely fades.

- The mummy may roll 2 additional dice in any roll involving the Persuasion Skill. If a Willpower point is spent, this increases to 4 additional dice.
- After succeeding on a Persuasion roll against a target, all subsequent Persuasion rolls made against the same target automatically succeed for the remainder of the scene.
- The benefits of this Affinity are nullified if the Arisen attacks or openly betrays the target.

Amulet of the Envoy

Effect: The mummy is considered a speaker for the guild and has gained the ability to craft amulets of station that confer magical advantages upon them when dealing with other Arisen. The mummy can spend one hour crafting a small amulet out of precious metals and gemstones, requiring a successful Intelligence + Craft roll. The amulet acts as a conduit for the Affinity's power and can be worn only by the Arisen, one of her Inheritors, or her Sadikh. Once an amulet has been created, another cannot be created unless it is destroyed or disassembled. The amulet has Durability 3, Size 1, Structure 4.

- The wearer adds 2 dice to Subterfuge rolls against Arisen of guilds outside of Maa-Kep.
- The amulet radiates an inner warmth when within 50 yards of members of other guilds, even if they are disguised using magic or glamours. It does not, however, pinpoint their location.
- The wearer may spend a Willpower point to silence one Arisen of another guild per scene, preventing them from speaking. The target may negate the effect by spending a Willpower point of their own, which also prevents further imposition of silence upon them during that scene. The silence persists even if the amulet is destroyed during the scene.

Nexus of the Soul

Effect: The mummy acts as the hub and nexus of his cult and this Affinity always allows her Inheritors to act as his eyes and ears. As an instant action, the mummy may concentrate on one of her Inheritors and attempt to assume the full use of their senses, riding their body as a passenger.

If the Inheritor is unwilling, make a contested roll with the Arisen's Manipulation + Intimidation against the target's Resolve + Intimidation.

Roll Results

Success: The Arisen is able to use this power as though the Inheritor were willing.

While riding an Inheritor, the Arisen is vulnerable and does not benefit from their Defense rating. They also suffer a -3 dice penalty to perceive danger in their own body's location.

By spending a Willpower point, the mummy can use her link to her Inheritors to communicate with them telepathically for the remainder of the scene.

Exceptional Success: The Inheritor may not resist use of this power for the rest of the chapter.

Failure: The Inheritor resists the Arisen's attempt to gain access to their senses.

Dramatic Failure: The Arisen may not attempt to target the Inheritor with this power for the rest of the chapter.

Mesen-Nebu Affinities

Divine Flesh

Effect: This Affinity has allowed the mummy to transmute her very flesh to an embodiment of the perfection her guild desires to seek out, granting the following benefits.

- The mummy is always considered to have an armor rating of 1. There is no visible sign of this armor and it stacks with any further armor worn.
- By spending a Willpower point the mummy's armor increases to 2 for a number of turns equal to the rating of her defining pillar. Doing so causes her skin to take on a metallic appearance of the color of the Arisen's choosing. Furthermore, while protected by this armor, the Arisen takes no damage from electricity or electricity-type attacks from powers and half damage from fire. Calling on this effect invokes Terror Sybaris (p. XX).

Hone the Soul

Effect: The mummy has mastered the art of performing internal transformations in herself and her cultists in order to temporarily increase their prowess in required fields. Once activated, this Affinity allows the mummy to choose two dots from Skills she, or a member of her cult possesses and replaces them in one or two alternative Skills. A Skill cannot be improved to exceed 5 dots. The effect lasts until the end of the current scene then reverts to normal.

By spending a Willpower point, the mummy can make the effects of this alchemy last for a number of days equal to the rating of her defining Pillar.

This Affinity cannot be used to shift dots from cultists to the mummy herself.

Almsman's Tithe

Effect: The mummy reaps the benefits of perfecting her cult and investing the strength of her Pillars in them. Whenever an Inheritor of this Mummy gains Willpower through their Virtue, the mummy also gains a Willpower point, up to their maximum.

The Arisen may also choose to spend a Willpower point and bestow it upon her Inheritors, allowing them the power to activate an Utterance she possesses free of charge.

Sesha-Hebsu Affinities

Eyes of Justice

Effect: The wielder of this Affinity has a sight that cuts through deceit.

- The Arisen rolls an additional 2 dice to see through disguise or stealth.
- She can sense the relative might and peril of a relic on sight. If it is a text, she can gain knowledge of its story, power and curse with a successful Intelligence + Occult roll.

- The Arisen can spend a Willpower point to perceive the auras of those around her. In this way, she can detect Lifeless, anyone who has killed a mortal or who has sent a Deathless into a death cycle. The Scribes know, however, that even though they can perceive the guilt of others, proving it is another matter.

Master of the Written Word

Effect: The Arisen with this Affinity can augment their writings with the magic of Irem and enchant it in any of the ways listed below. She may apply any or all of these effects but must spend the cost described if doing so.

- She may cause the text to fade and become invisible in one minute. She must choose an action or ritual that the reader must perform within a yard of the text to allow them to perceive the words: normally a gesture or password.
- By spending a Willpower point she can instill any statement she believes to be true with urgency and sincerity. Any mortal who reads the words must succeed on a Willpower roll or else be forced to follow the warnings contained therein (for example, “Danger ahead, do not pass”). Other Arisen can sense the sincerity of the warning but are not compelled to obey it.
- Her writings are always understood, regardless if the reader can understand its language or not.
- By spending a Willpower point, she can immediately experience a vision guiding her to the last person who read the text, as though they were a relic.

Loremaster’s Guile

Effect: With the mastery of this Affinity, the Arisen can sense the truth in any writing, film or other media she examines. She may also detect if the text, film or recording she is examining is real or a forgery, and if it contains any codes.

By spending a Willpower point, the Arisen may also determine if the author of the media was sincere when creating it. If she was deceived or simply wrong in her assertion, the intent behind the words remains authentic. The expenditure of a Willpower point also cracks any enigmas embedded in the media.

Su-Menent Affinities

Fated Soul

Effect: The Arisen feels an overwhelming duty of care to the souls of those she encounters. As such, she will stand strong in their defense. She gains the following benefits:

- The Arisen adds 2 dice to any roll to heal or diagnose wounds.
- Any attempt to impose a fear-based Condition upon the Arisen automatically fails. If the power calls for the Arisen’s player to roll to resist it, the Arisen automatically gains an exceptional success.
- The Arisen adds 1 die to any roll to resist magics and powers cast upon her by others. By spending a Willpower point, she may choose to add dice equal to her defining

Pillar rating to resist. When doing so, she may continue to roll with those additional dice for the remainder of the scene without additional cost.

Flesh-Culled Secrets

Effect: The Shepherds, more than any other guild, revere the ghosts of the departed. In utilizing this Affinity, the Arisen may exert some influence over the dead. Possession of this Affinity makes any roll made by the Arisen to discover human or animal remains an exceptional success with 2 successes.

The Arisen can command the skull of any dead creature she can see to speak and divulge how it died and who killed it, if it was murdered. She may then spend 1 Willpower point and roll Wits + Occult, adding 3 dice to the roll if the skull belonged to one of her cultists.

Roll Results

Success: The Arisen may ask one “yes or no” question for each success rolled and receive a truthful answer, to the best of that character’s knowledge.

Exceptional Success: The mummy may witness the last minute of the deceased creature’s life.

Failure: No effect.

Dramatic Failure: The spirit provides false images and information to the Arisen.

Blazing Zeal

Effect: The unshakeable faith of this Arisen is a shining light to her followers and a terrifying sight to her foes.

- The Arisen’s cultists gain 1 additional die to resist powers aimed at frightening or controlling them while within 100 yards of the Arisen.
- By intoning an ancient curse in Iremic and spending a Willpower point, the Arisen may cause all mortals to flee from her for as many turns as her defining Pillar rating. During those turns, those affected will move away from the Arisen by the speediest means available to them.
- By spending a Willpower point, the Arisen may ignore all wound penalties for a number of turns determined by her defining Pillar rating.
- Any time an Inheritor or ghost cultist of this Arisen spends Willpower to add to their dice pool to resist control or corruption and succeeds, that point is awarded to the Arisen.

Tef-Aabhi Affinities

Model Lifeweb

Effect: The mummy becomes sensitive to the flow of Sekhem surrounding them, making her highly proficient in manipulating its flow.

- The Arisen may spend a Willpower point to enhance her sensitivity to the patterns of Sekhem around them, allowing her to detect hidden alcoves, doors and traps in her immediate environment.
- The mummy adds 2 dice to rolls to create art or repair items or effigies.

Roll Results

Success: By touching a vessel or effigy and concentrating for one turn, the Arisen instinctively determines its purpose.

Exceptional Success: An image of the vessel or effigy's creator appears in the mummy's mind.

Failure: No effect.

Dramatic Failure: No effect and the creator of the vessel or effigy is warned that their sacred effect is being tampered with.

Guardian Statue

Effect: The mummy crafts small statuettes into the image of someone they have met and spoken with for at least one hour. The process of creation requires a scene with proper materials, such as clay.

The Arisen then spends 1 Willpower to enchant the item. All harm from the next successful incoming attack on the person represented is diverted to the model and causes it to shatter, while the blow merely glances off of the magically protected individual.

This does not protect the target from self-inflicted damage or damage from, for example, stumbling and falling to the ground.

Note that the Arisen may not construct a statuette of themselves using this Affinity.

Nest of Dolls

Effect: The Arisen crafts a small wooden vessel into which it places painted clay dolls representing each of her Inheritors and Sadikh. By taking one of the dolls in hand, the Arisen may take the following actions.

- She automatically knows the location of the individual the doll represents as well as if they are alive or dead or if they are in pain or distress.
- She may spend a Willpower point to speak through that individual. In doing so, she may activate any Utterance through that vessel as though it was herself.
- If all of the dolls are within the nest, each one can communicate telepathically with each other and the Arisen through the Lifeweb.

Utterances

Utterances are sacraments hidden within the signs of the world, rituals folded into the earth and sea and sky during the act of creation. Sekhem washes over them and through them, awaiting only the expression of an immortal soul to unleash a miracle. And they can only be described as miraculous; above all else, Utterances are rarely subtle, rarely mistaken for anything other than

an act of divinity. Access to these sacraments was encoded within the Rite of Return, and the Arisen are forevermore able to unfold the world and stride as the gods did as in the beginning.

Yet they cannot do so with complete freedom. Indeed, Utterances are a glittering lure for the Arisen. Only the cycles of Descent and repose provide the means to access the mightiest expressions of their Utterance. When Memory rises and Sekhem drops, the Arisen lose the ability to unleash the energies of creation with their Pillars.

Learning Utterances

Utterances are learned, not from sacred texts and fragments of elder magics, but from careful study of humanity and heka flows (and, sometimes, from sacred texts and fragments of elder magics from those who did the legwork thousands of years ago). The secret miracles hidden inside the world during its earliest epoch can only be determined by rigorous study and magical experimentation.

System: The mummy enters into an investigation (see p. XX), with a Scope defined by the highest Pillar rating of the Utterance she's trying to learn. Each roll has an interval of one chapter, and may be rolled not only as a continuous investigation, but as a flash of insight following a dramatic event that gives clarity to the mummy's search. As the mummy's successes cross each Tier of Utterance's requirements, they learn the Tier and may unleash it as they will.

Structure and Cost

Each Utterance comprises three tiers of power. Each tier may be used by any mummy with the requisite Sekhem rating to unleash a tier.

Utterances have Pillar ratings described in their effects, which always use three different Pillars. An Utterance may use Ab for the first tier, Sheut for the second, and Ba for the final tier, for example. If a mummy doesn't meet a tier's Pillar minimum, she may still use the tier, but without the additional Pillar effect described in the tier. Pillar requirements always follow two patterns — 1, 2, 4, or 1, 3, 5, with the latter being slightly stronger, more efficacious, or more spectacular Utterances. These also comprise the Utterance levels that a mummy may unleash as determined by her Sekhem rating.

In most cases, unleashing an Utterance is an instant action. Some tiers may be unleashed reflexively, while others may only be unleashed in specific conditions. Mummies must spend one Pillar of any type to unleash an Utterance's first tier. The second and third tiers require a Pillar point of any type *and* one point of the specific Pillar cited in the Utterance.

Noticing Utterances

Aggressive Utterances generate Terror Sybaris; subtle or quiet Utterances create Unease. Unleashing an Utterance imposes Sybaris during the entire turn.

Special Rules

Early Termination: Any single unleashing may be reflexively terminated by the expenditure of one Willpower. If an Utterance states a secondary or alternate condition to terminate the Utterance, give that condition priority over this rule.

Words Beyond Sound: Mummies can have their tongues ripped out, be exposed to the scouring sands of Mars, or have their mouths filled with molten lead — their soul speaks the words of the Utterance, and not with anything as profane as breath. Utterances may be unleashed regardless of environmental conditions.

Unique Expression: While Utterances are miracles folded into the world, they are each unique, and every Arisen's expression of an Utterance is different. One Arisen's Wrathful Desert Power may generate luminous golden grains of sand from the Caribbean, while her fellow guildmate's is the jet-black volcanic sand of Hawaii.

Utterance Keywords

Cosmic: These Utterances go beyond even the mundane miracles of high tiers, unleashing effects with the potential to change the chronicle.

Curse: If a mummy is forced into death cycle as a result of another's action, whether direct or indirect, he may curse his killer. This unleashing costs no Pillars, but otherwise follows normal rules for unleashing, save that the mummy may select multiple targets if they share in the deed of slaying the Arisen. The other exception is broad effects targeting an entire area; only one Utterance may be unleashed by a death cycle.

Epic: Unleashing these Utterances emanates Sekhem across a vast area (Sekhem rating in miles), revealing the implications of the magic to anyone who makes a successful Wits + Occult + Sekhem roll. Success means identifying the target and effect of the Utterance.

Potency: These Utterances are particularly efficacious and difficult to resist. Subtract Potency from any benefits conferred by Supernatural Resistance. For example, a tier with Potency 1 used against a vampire with Blood Potency 3 would only let the vampire add two dice to resist the unleashing. Mummies are unaffected by Potency, a consequence of sharing similar magics.

Subtle: The Utterance only imposes Sybaris on other supernatural beings (i.e. those with a Supernatural Resistance trait or who would provoke a Clash of Wills).

The Tone is Pharaoh

Rivers of blood. Swarms of vermin. Thunderstorms of hail and fire. Look to the Ten Plagues of Egypt and see the might of Sekhem unleashed.

If Affinities are subtle emanations of the immortal fivefold soul, Utterances are the unsubtle hammer of the gods. They are miracles, without question – manifest signs unable to be explained by science or nature, transgressions against natural law to express the mummy's dominance and the futility of resistance. They are not meant to be explained, and are not explainable — the deep and abiding waves of Sybaris wracking an urban populace stymie any attempts to hunt the mummy down or find an appropriate natural rationalization. Life returns to normal afterwards, though heavier with langour. The memory of revelation is often traumatic, so the thoughts and deeds of mortals strive to avoid remembrance of how a strange and foreign religion invaded their day-to-day.

Dreams of Dead Gods

Tier 1: Ba • (Curse, Potency 1); **Tier 2:** Ka •• (Curse, Potency 1); **Tier 3:** Ab ••• (Curse, Potency 1)

Tier 1

The timeless power of the Judges of Death slumbers within the Arisen, awaiting only the taste of sweet Sekhem to awaken. With this Utterance, the mummy may awaken that same divinity in others. The mummy does not choose who is affected by this power; they need only define a specific task they need completed and unleash the Utterance, with Fate choosing who is afflicted. If the task as defined is impossible to complete, the mummy is refunded the cost.

Afflicted dreamers suffer the Dead Dreamer Condition. Each time they slumber, they are plagued by nightmares of both Duat and the horrifying futures that await them: scorpions scrabbling at their souls, loved ones embracing others and forgetting them, crying out in agony as their futures are torn asunder in smoke and shadow. These visions haunt them even during the waking hours, pushing them to fulfill the task set before them or perish in torment. The duration lasts until every dreamer resolves the Condition. If unleashed during a death cycle or in henet, the mummy pays the cost immediately upon arising.

Ba: With a Ba Pillar rating at or higher than 1, those afflicted with the Dead Dreamer Condition by the mummy get (Ba) rote qualities or rerolls per chapter.

Dreams of Duat

All mummies carry this Utterance with them; combined with Sanctity of Merits and the special rules for reserving a single dot of Cult, this means that the Utterance is ideal for reconstituting a mummy's Cult after it has been completely destroyed. If the characters are cultists, an interesting start to a chronicle may bring together a disparate and disjointed group of individuals all plagued by the same divine burden to murder a willing supplicant and resurrect the mummy.

Tier 2

Terror pervades the dreams of death, but romance does as well. The mummy chooses any character, mundane or supernatural, they have interacted with in the past week or so, and unleashes this Utterance to fill the target's slumber with images of the mummy cloaked in dread or splendor.

Dice Roll: Manipulation + Occult + Ka vs. Resolve + Sekhem

Action: Instant

Duration: Sybaris

Roll Results

Dramatic Failure: The mummy becomes obsessed with the target, inflicting the Obsession Condition upon the mummy.

Failure: The dreams of the target remain undisturbed. The mummy may unleash this tier to target them again.

Success: The mummy may inflict the Charmed or Frightened Condition upon the target, triggered when they next behold the mummy's visage, be it a static or electronic image or in the divine flesh. If using social maneuvering, this removes one Door.

Exceptional Success: The mummy's power leaves a lasting impression on the target, leaving them susceptible to compulsions. If using social maneuvering, this removes two Doors.

Ka: With a Ka Pillar rating of 2 or higher, as soon as the target resolves the Charmed or Frightened Conditions, they receive the Swooned or Shaken Conditions respectively.

Tier 3

Speaking words of love, of hate, and of majesty, the mummy unleashing this Tier may completely command the emotions of any who behold her, bending them in service to herself or another. All within the sight of her eyes and the sound of her voice are affected; even if they cannot perceive her due to soundproof walls or eyes averted, their souls resonate with her majesty. Choosing a target within range (which may be the mummy herself), she may anoint them thusly.

Dice Roll: Ab + Manipulation + Occult; targets with a Resolve less than the mummy's Ab rating are automatically affected.

Action: Instant

Duration: Sybaris

Roll Results

Dramatic Failure: The mummy's power makes her a pariah. She is afflicted by the Notoriety Condition.

Failure: The anointing has no effect.

Success: The mummy may pronounce doom upon their anointed one, make them beloved by all, or grant them the authoritative command of royalty. The player may choose between one of three effects to anoint a target with:

Ruin: Anyone who beholds the target gains the Broken Condition.

Love: Anyone who beholds the target gains Swooned Condition.

Grandeur: Anyone who beholds the target gains the Awestruck Condition.

Exceptional Success: No additional effects.

Ab: With an Ab Pillar rating of 4 or higher, the anointed effect lasts until the end of the mummy's Descent.

Awaken the Dead

Tier 1: Ba • (Subtle); **Tier 2:** Sheut ••• (Curse); **Tier 3:** Ren ••••• (Cosmic)

Tier 1

Although they are known as Deathless, the hands of a Mummy can reach the dead as well as the living. By infusing a vessel with a flicker of Irem's undying light, the master of this tier can

bring animation to a corpse's decayed mind and the fragmented memories held within it. She must touch the target and infuse it with her Sekhem to bring it to life, then roll Manipulation + Occult.

Roll Results

Success: The Arisen gains access to one memory of the deceased creature, choosing the subject of it as they wish.

Exceptional Success: The Arisen gains access to as much or as little of the creature's memory as they will.

Failure: The dead creature remains inanimate and no memories are gained.

Dramatic Failure: The memories gained are fractured, painful and disorienting, triggering an immediate Descent roll.

Ba: The Arisen may reroll the Manipulation + Occult roll once for each point in the Pillar of Ba.

Tier 2

The Arisen who unleashes this tier knows that calling to a departed spirit is no more than a petty parlor trick. She suffuses the vessel with something darker and alien to its original function. Reaching into the depths of their own shadow, the Deathless invests the corpse with a shard of its own energy, causing it to rise and serve its master's every whim, as a hand follows the instruction of the brain. Without this instruction, the Lifeless creature exists only to destroy life. It will attack any living thing it encounters unless ordered otherwise. While limited in scope, these animated thralls serve as useful labor for tasks not suited to more fragile and valued cult members or as relentless killers, set to hunt down the enemies of Irem.

Sheut: An Arisen with a Sheut Pillar rating of 3 or higher may maintain a number of thralls up to their rating in this Pillar. They can also choose to spend a Willpower point to renew the Health of a single thrall to full as they reinvigorate the crumbling vessel with their undying will. As a death curse, all bodies up to a number of yards away equal to the mummy's Sheut rating rise up as undirected thralls.

Lifeless Thrall

Corpses animated by the second tier of Awaken the Dead can vary from human to animal. However, a human corpse has the following statistics and powers:

Attributes: Strength 7, Dexterity 2, Stamina 5; Presence 1, Manipulation 1, Composure 2; Intelligence 1, Wits 1, Resolve 2

Skills: Athletics 2, Brawl 3

Willpower: 1

Initiative: 4

Defense: 1

Speed: 11

Size: Defined by corpse

Health: 10, regardless of corpse, these thralls are difficult to destroy

Crumbling: Thralls cannot heal damage and slowly turn to dust from the strain of their own animation. They suffer 1 point of bashing damage every 24 hours after they are raised. When destroyed, either by this effect or combat damage, the thrall collapses to dust.

Taste the Living: Thralls desire nothing more than to consume any living creature they encounter. Their bite inflicts +1 lethal damage. Note that while the thrall is permanently in the grip of this hunger, any gore drenched meat they eat simply sloughs through their rotten and non-functional stomach, falling to the ground as pulp, leaving behind a trail of bloody viscera in the thrall's wake.

As One: The thrall does not understand any words spoken to it and cannot be reasoned with, however, it understands any command given to it by its creator in any language. If commanded to speak, it will speak only the words it is instructed to speak in a rasping, grating whisper. Thralls are also immune to any form of mind control or influence save their master's command.

Living Vibration: Thralls exhibit the ability to sense when living creatures are present. They roll six dice to notice any living being attempting to avoid their notice using stealth or cover.

Lifeless Vigor: Animated by a single purpose, the thrall wields the full, unfettered strength of the undead. They do not sleep or become fatigued and only suffer bashing damage from bullets and blades. They cannot be poisoned and do not need to breathe, eat, or drink. Furthermore, they continue to act as though at full Health until they reach 5 Health. At that point, each point of Health lost indicates a limb lost until they crumble into dust.

Tier 3

The purest expression of the godlike power of the Arisen is to call another soul to rise from their grave, defying nature and the progress of linear time to perform the act of true resurrection. Unleashing this tier requires the Arisen to touch the remains or ghost of a dead human. The mummy must know the name of the person and call their name aloud. Corpses summon their departed essence from the cold grasp of death, ghosts are given form and regain the form they possessed before death. Any wounds or injuries they suffered in their death are removed and they appear to all examinations to be truly alive once again.

This magic has no effect on the bodies of undead or supernatural creatures such as vampires or the thralls of other Arisen. It also cannot affect another mummy.

Those recalled to life in this way regain all lost memories from their entire life as well as the physical traits they possessed at the time of death. The mummy can choose for their body to be wrapped in traditional funeral linens or simply the clothes they were wearing at the time of their passing.

While miraculous, like the Arisen herself, the raised individual can only deny the grasping hand of death for so long. Once the mummy's Memory + Sekhem hours have passed, the remains return to their dead form, either crumbling to dust or collapsing to a freshly dead cadaver,

whichever was the case at the point the Utterance was unleashed. Once this has occurred, the individual cannot be recalled to life in this way a second time.

Ren: The Arisen with a Ren Pillar rating of 5 is the true master of this tier, those raised by her can remain at liberty for Memory + Sekhem days, instead of hours.

Blessed is the God-King

Tier 1: Ren • (Subtle); **Tier 2:** Ab ••• (Subtle); **Tier 3:** Defining ••••• (Epic)

Tier 1

To the Arisen, Fate is both master and slave. Surrendering to and demanding from the twisted paths of Fate, the mummy draws a potent blessing upon himself. Invoking the Utterance grants the Arisen the rote quality on a single dice pool based on Attributes or Skills of the player's choosing; however, the player may choose to apply the rote quality *after* she rolls the dice and sees the result of that initial roll. This tier of the Utterance cannot be unleashed more than once per scene, but once unleashed the blessing remains until it is used or the end of the story, whichever comes first.

Ren: With a Ren Pillar rating at 1 or higher, the Arisen can unleash this Utterance up to twice per scene.

Tier 2

As the vessel of Fate, the Arisen is a conduit for its blessings and can bestow them upon the righteous and the worthy. The mummy may unleash this tier to impart good fortune upon a mortal character who can perceive her; whenever that character would spend Willpower to enhance a dice pool, they also benefit from the rote quality on that roll. This blessing remains until the end of the day or the story, whichever comes first.

Ab: With an Ab Pillar rating of 3 or higher, the Arisen may choose to bestow the blessing on *every* mortal character who can perceive her, although if she does so, each blessed character only benefits from the effects on the first dice pool they spend Willpower to enhance.

Tier 3

By unleashing this Utterance, the Arisen draws on the power of her Judge to unleash true divine power through her form, becoming an avatar of Judge and gods for the remainder of the scene. This transformation empowers the Arisen with the following benefits:

- The Arisen physically transforms, increasing her Size by 2. Either her head transforms into the animal associated with her decree, or her body metamorphoses into a representation of her Judge.
- All of her Attributes increase by 1 for the duration of the Utterance, which may raise them above 5.
- She is treated as having Sekhem 10 for the purposes of reinforcing Attributes with Pillars and inflicting Sybaris on witnesses of her divine form.
- She may manifest a divine weapon such as a khopesh or flail as a reflexive action; the weapon has no Initiative penalty and a damage rating of 3L.

- Any character wishing to take a hostile act against the Arisen must first spend a Willpower point to be able to do so; after paying this price once, they are freely able to act against the mummy for the remainder of the scene.
- The Arisen may choose to immediately end the Utterance upon suffering damage from any source, reducing the amount of damage suffered to one point. This does not alter the severity of that point of damage; lethal damage remains lethal, etc.

Defining Pillar: The Arisen gains an additional benefit from this tier if her defining Pillar rating is five.

- If the Arisen's defining Pillar is Ab, she treats her impression for social maneuvers as Perfect.
- If the Arisen's defining Pillar is Ba, she treats her Initiative score as one higher than the highest Initiative rolled for any character in the scene, and may apply her Defense against attacks that would usually deny it.
- If the Arisen's defining Pillar is Ka, she regenerates a single point of lethal or bashing damage from her health track each round.
- If the Arisen's defining Pillar is Ren, she reduces the cost of a single Utterance each round by one Pillar point.
- If the Arisen's defining Pillar is Sheut, any character injured by her divine weapon also suffers the grave Sick Tilt.

Dust Beneath Feet

Tier 1: Ba •; **Tier 2:** Ka •• (Curse); **Tier 3:** Sheut •••• (Curse, Epic)

Tier 1

Wrought from dust, given breath by the Rite of Return, the Arisen bears the weight of the ages and shares it with the earth and the stone. By unleashing this Utterance, the Arisen attunes herself to the dust and the soil, gaining the following benefits for its duration:

- She suffers no damage from falling, her flesh becoming as dust upon the moment of impact and immediately reassembling itself.
- She suffers no damage and no penalties from earthquakes, landslides, and other earth-based natural disasters, including any environmental Tilts they impose.
- She can move through objects made of earthen materials, moving at up to her Speed through soil, dust, stone, concrete, etc. The material closes in her wake, leaving no trace of her passage. Carried and worn possessions come with her, but she cannot bring passengers.
- With a word, she can form loose earthen material present in the scene to form itself into ancient Iremite garb of majestic appearance.

The effects of unleashing this tier last for an hour, or indefinitely as long as the mummy remains in her tomb.

Ba: With a Ba Pillar rating of 1 or more, the Arisen can grant the benefits of this tier to any willing beneficiary rather than herself.

Tier 2

The Arisen calls to the earth and stone around her, binding it to herself through her burgeoning Sekhem. Thus animated, the unleashed Utterance tears the needed materials from the Arisen's surroundings, dragging soil and stone, concrete and marble, metal and sand together to assemble an iconic form around the mummy's body. It girds her with earth until she is a statue, huge in form and strength.

The encasing form of stone grants the mummy several benefits:

- Her Size increases by 1, and her weight increases greatly to match the burden of so much stone.
- She gains 4 points of armor.
- Her Strength increases by 1 for the purposes of breaking, lifting, or otherwise manipulating earthen materials, and she gains the 8-again quality on such dice pools.

The mummy can maintain the stone exoskeleton for an hour, or indefinitely as long as she remains in her tomb. She may use the first tier of this Utterance to swim out of the statue, leaving it behind and intact. If she unleashes this tier as a death curse, it immediately encases her body within a sarcophagus statue, protecting the Arisen's remains from desecration, theft, or fire.

Ka: With a Ka Pillar rating of 3 or higher, the Arisen adds her Ka to her Size and to her Strength for the purposes of dealing with earthen materials, rather than just increasing them by one.

Tier 3

The Arisen commands the world to return to dust, and it obeys in the form of an earthquake, grinding itself down in servitude to the Utterance. Usually, unleashing this tier requires the Arisen undergo a lengthy and grueling ritual; if unleashed as a death curse, it is an Instant action and only requires a single success.

Dice Roll: Strength + Occult + Sheut

Action: Extended (10 successes; 1 day per roll)

Duration: Scene

Roll Results

Dramatic Failure: The Arisen's own soul shakes, forcing an immediate Descent roll and inflicting one point of aggravated damage on the mummy.

Failure: No successes are gained towards unleashing the Utterance.

Success: Successes are gained towards unleashing the Utterance. If this brings the total to 10 successes, it triggers an earthquake. The mummy may cause the earthquake to take place immediately, or may add a delay of one day so that she might leave the area or undertake other actions before it hits.

The earthquake, when it comes, lasts for a scene, inflicting the Earthquake environmental Tilt on all scenes within the affected area. It centers on its creator, affecting an area of roughly 10 miles radius with a magnitude 6.0 quake. Buildings near the epicenter may fall; modern designs beyond the immediate environs of the quake are likely to stay up but will be damaged, but pipes, roads, and other infrastructure will also suffer, and the human toll is likely to be high. Beyond the immediate 10-mile radius, the shock-waves of the earthquake will spread naturally, causing damage up to 50 miles distant.

Sheut: With a Sheut Pillar rating of 5, the earthquake shakes even the gates of Duat. Ghosts across the 10-mile radius area are woken and driven to sudden activity, gaining the entire affected region as a new Anchor for five days following the quake. During this time, they also gain an additional Ban, mandating that they follow commands given by the Arisen who caused the earthquake.

Gift of the Golden Ankh

Tier 1: Ka • (Subtle); **Tier 2:** Ba •••; **Tier 3:** Ab •••••

Tier 1

The Golden Ankh is a legend even among the Deathless. Many have spoken of visions of the ancient symbol as they woke from their ageless slumber of death. Its brilliant light burned against the emptiness of the void and filled them with life and vitality. Unleashing this dream into reality, an Arisen can bathe a mortal she can see in the light of the Ankh, reinforcing their Strength or Stamina as though she were a Sekhem 1 mummy reinforcing herself. This effect lasts for 1 scene.

Ka: With a Ka Pillar rating of 1 or more, the Arisen can grant the benefits of this tier to herself as well as the beneficiary with no additional Pillars spent.

Tier 2

The Arisen channels the power of the Ankh to invigorate her closest servants or bodyguards. By casting a dome of golden light around herself, everyone of the mummy's choosing, including herself, within Memory + Sekhem yards is immune to negative Conditions and ignore wound penalties while they remain within the area or until the mummy ends the effect. The effect lasts for 1 hour or can be ended prematurely by the mummy unleashing it. The light remains centered on the mummy for the duration.

Ba: With a Ba Pillar rating of 3 or higher, the Arisen may use the glaring brilliance of the Ankh's light to impose the Blinded Tilt (p. XX) to both eyes on any unwelcome intruders in her aura of blissful radiance.

Tier 3

The Arisen unleashes the vision of the Ankh itself into the waking world, a perfect symbol of the eternal, awesome might of Irem and the infinite power that holds the mummy's everlasting form through her unceasing journey through the ages. Mortals who behold it must gain exceptional success on a Willpower roll or spend 1 Willpower point per turn as long as the Ankh remains within their sight to avoid immediately prostrating themselves before it and succumbing to

Sybaris. The Arisen may direct its Pillars through the Ankh to heal any target she can see, including herself. This effect heals 3 points of damage for each Pillar spent.

Ab: With an Ab Pillar rating of 5, the Arisen may also heal and restore to life a person who has died within the mummy's Memory + Sekhem hours of the unleashing. Mortals recalled to life in this fashion still undergo the effects of Sybaris and may require additional healing or medical care if the healing does not restore all damage taken.

Invoking Tempest's Fury

Tier 1: Ab •; **Tier 2:** Ka ••• (Epic); **Tier 3:** Sheut ••••• (Curse, Epic)

Tier 1

The Arisen stirs up howling winds, unleashing them upon the world around her. The Arisen must be outdoors to unleash this Utterance, which instills the Heavy Winds Tilt of a grade equal to the lower of her Ab or Sekhem for the remainder of the scene. The winds affect roughly a one mile radius around the mummy. The Arisen herself is immune to its effects.

Ab: With an Ab Pillar rating of 1 or higher, the Arisen fills the winds with rage toward her enemies. Foes suffer an additional penalty equal to the Arisen's Ab to avoid damage from the winds, and suffer the Knocked Down Tilt if the roll fails.

Tier 2

With an ominous rumble, the Arisen conjures a furious thunderstorm. The storm imposes the Heavy Rain Tilt. Lightning strikes frequently and randomly, dealing Ka + Sekhem bashing damage to any struck. Each character reflexively rolls a chance die each turn, suffering a strike on a dramatic failure. By sacrificing her Defense and movement for a turn, the mummy may prevent or direct a strike against a specific target as an instant action, negating the target's chance die. The Arisen must be outdoors to call the storm, which extends for a mile around the mummy and lasts for the remainder of the scene. The mummy is unaffected by her storm.

Ka: With a Ka Pillar rating of 3 or higher, the Arisen increases the number of different targets protected or struck to her Ka rating.

Tier 3

As the mummy throws her arms up and screams to the heavens, the sky takes on an unnatural hue, clouds rapidly gathering and swirling overhead. The ensuing storm lashes its victims with bizarre nightmarish phenomena, from rains of blood and toads to winds echoing with the howls of the damned. For those unfortunate souls caught out in the tempest, there is little doubt the world is ending.

The mummy must be outdoors to unleash this Utterance, which takes three turns to complete. During this time, the Deathless sacrifices her Defense and may take no other action. The unnatural storm extends for miles equal to the Arisen's Sekhem, and persists until the sun next rises or sets. The mummy is immune to her storm.

- Any negative effects imposed by existing weather conditions, such as damage or penalties, increase by 1.

- Ordinary mortals enduring the storm roll their Resolve, penalized by the mummy's Sheut. Failure on this roll inflicts the Madness Condition, which fades after days equal to the Arisen's Sekhem following the storm. On a dramatic failure, they also suffer the Insensate Tilt. Mortals who succeed at this roll and supernatural entities receive the Shaken Condition.
- When unleashing previous tiers of this Utterance in conjunction with this one, their duration and area of effect extend to match.
- After the storm's fury abates, all physical evidence of the bizarre phenomena fade, leaving only the scarred memories of its witnesses to mark its passing.
- If unleashed as a death curse, the storm gathers instantly, and the mummy's killers suffer the Ominous Condition.

Sheut: With a Sheut Pillar rating of 5, ephemeral entities benefit from the Open Condition where the tempest rages. By spending a Pillar point before the storm ends, the Arisen may extend its duration further as though unleashing it again.

Palace Knows Its Pharaoh

Tier 1: Ka • (Subtle); **Tier 2:** Ren •• (Curse); **Tier 3:** Ba ••• (Epic)

Tier 1

The Arisen places her hand on a surface and concentrates on an artificial structure she currently occupies, attuning her consciousness to the life of the human hands that made it and the flow of *heka* within. She discerns life and death more easily in these spaces. A structure is defined as a single building or level of any size, regardless of how it is partitioned (i.e., both halves of a duplex, all dorms in a university residence hall, a skyscraper floor, etc.). The Storyteller remains the final arbiter of boundary limits, but generally the first tier works on objects of Size 40 or less.

Ka: With a Ka Pillar rating of 1 or higher, the mummy's senses pervade the structure, discerning all entities within whether alive, Deathless, or Lifeless. Within the mummy's tomb, the Pillar cost of this tier is waved, and counts three successes as an exceptional success.

Dice Roll: Ka + Wits + Craft, with a bonus or penalty according to the manifestation modifier. If the Storyteller isn't using manifestation modifier rules, apply a bonus or penalty according to how attuned to death a location is — a laboratory would be -3, a parking lot -1, a hospital +2, and a graveyard +3.

Action: Instant

Roll Results

Dramatic Failure: The projection of consciousness fails, and the structure rebounds with a wordless cry, alerting all within to the presence of the mummy.

Failure: The mummy fails to attune herself to the *heka* flows.

Success: The mummy instantly discerns the makeup and layout of the structure she's in, and may project her senses along the flows of *heka*, starting at her location and moving through the structure at a Speed factor of 20. Her projection is attuned to Twilight, and may discern any Lifeless, Deathless, spirits, or ghosts within the structure, distinguishing them from the living

(though not from each other; the mummy may only tell whether they are alive or not, or whether or not they're in Twilight). She may observe all within or listen in to their conversations with perfect clarity, though rooms warded against ghosts show as curious spots of void in her mental map.

Exceptional Success: The player may ask questions and follow-up questions of the individuals within her structure, with a single question per success. The answer comes to the mummy in a flash of insight that carries the certitude of Fate with it.

Sample Questions

- Who is the most dangerous opponent here, and why?
- What do the individuals here want?
- What type of Lifeless/Deathless are the individuals here?

Tier 2

The mummy may exert her will throughout any structure to which she's attuned, causing all manner of disturbances. Treating her Sekhem rating as a Strength rating, the mummy may choose to telekinetically influence any part of the structure or elements directly connected to it as an instant action. This structural telekinesis can control the flow of utilities (including interfering with wifi or digital signals), cut electrical power, adjust the pressure of running water, deactivate security systems, activate fire alarms and sprinklers, activate or deactivate traps, or perform any similar type of action. She may also open or close doors, assault foes with furniture too heavy to lift, or slide a chair out to impress a guest. Locks may be locked with effortless ease, but unlocking them requires a usual lockpicking action substituting the mummy's Wits for Dexterity.

As a death curse, the mummy may choose to attack the structure itself, rolling her Sekhem as Strength and causing aggravated damage to the structure as an extended action.

Ren: With a Ren Pillar rating of 2 or higher, this tier duplicates the effects of the first tier, extending the distance the mummy may project her senses and affect with the second tier to Size 80, or roughly a large apartment building or "big box" warehouse store. Within the mummy's tomb, the Pillar cost of this tier is waved.

Tier 3

The Arisen touches a door or portal within the structure she's projected within before, choosing another door or portal within the range of her perception. The unleashing links the two portals together for (Sekhem rating) minutes in whatever direction of ingress and egress the mummy desires, showing the new location in a faded sepia tone that stinks of dust and anise.

Mummies with Sekhem 8 or higher may open a door to an unknown destination within the greater contiguous structure, leaving the egress point to Fate to determine. Rarely, this leads to another doorway on another continent entirely, making the unleashing Epic. This Utterance is how mummies traversed the world and ensconced themselves in mortal cultures after the First Sothic Turn.

Ba: With a Ba rating of 4 or above, this tier duplicates the effects of the first and second tiers, extending the distance the mummy may project her senses and affect with the second tier to Size

100, or a large skyscraper. The unleashing also lasts in the mummy's tomb until it is revoked; given time, the mummy may create an impenetrable maze within her place of repose.

Power of Re

Tier 1: Ren •; **Tier 2:** Sheut •• (Potency 2); **Tier 3:** Ab •••• (Curse, Epic)

Tier 1

The mummy's eyes flash, as though they were a bronze mirror catching the sunlight. Any foe or object she chooses of a certain size bursts into a golden flame.

Dice Pool: Ren + Wits + Occult - Stamina

Action: Instant

Duration: (Sekhem) minutes

Roll Results

Dramatic Failure: The mummy catches on fire herself.

Failure: The mummy fails to ignite any flame.

Success: The mummy sets any target she can perceive with a Size equal to or less than her Ren aflame, burning it with a mystic golden flame. The size of the object determines the relative size of the flame (i.e., torch, bonfire, inferno), but the fire only burns with the intensity of a candle. The mystic flame does not need fuel to burn, and may only be extinguished by beating it into the ground. The mummy may have only one mystic flame active at a time.

Exceptional Success: As per the success, but the Utterance's duration doubles and any Ren vessels are immune to the flame.

Ren: With a Ren rating of 1 or above, the mummy adds her Ren rating to the number of minutes the fire burns. The Arisen may perceive the area around any mystic fire she's created, and may speak through the mystic fire as though she was a perfect ventriloquist.

Tier 2

No fire can match the might of the Nameless Lion; all lesser fires shrink from his radiance. Unleashing this tier suppresses fire, swallowing and instantly extinguishing the flames in a shadowy miasma.

Dice Pool: Sheut + Presence + Occult

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: The mummy catches on fire herself.

Failure: The flames in the area continue to burn.

Success: The mummy may extinguish any and all flames she can perceive up to a bonfire level, including electronic devices (which simply spark out, their power drained). Attempting to

extinguish magical flames, including the mystic fire, provoke a Clash of Wills. The mummy's own mystic fire is immune to this unleashing.

Exceptional Success: As above, but the mummy may extinguish an inferno-level fire.

Sheut: With a Sheut Pillar rating of 2 or higher, the mummy may divert the flames into an extant mystic flame, as the shadows twist and flow and arc the fires towards the mummy's own golden light. When the sparking contrails meet the mystic flame, the magic is stoked, causing greater heat per distinct fire fed to it (candle, torch, Bunsen burner, chemical fire).

Tier 3

The mummy screams in a pitch higher and louder than any human throat may create. This is the music of Re, the sound of the sun itself. As the roar explodes out of her throat, she sets alight with a blaze more brilliant than the sun at zenith. This is the gaze of Re, and all who look upon him feel the god's eye staring back.

Dice Pool: Ab + Presence + Occult – Stamina

Action: Instant

Roll Results

Dramatic Failure: The mummy inflicts aggravated damage and suffers the Blinded Condition.

Failure: The mummy is not a bright, shining star.

Success: Any Lifeless being looking upon the mummy suffers aggravated damage equal to successes rolled on a Sekhem roll. Averting their eyes is a Wits + Composure roll with a -3 penalty to look away in time. The flare affects even those in Twilight who can perceive the mummy, or those who scry upon him from afar or view the event from the perspective of the future (including recordings of the mummy's explosive burst). Those slain by this light transmute into pillars of salt and ash, their smoking bones twisted into a grim tableau of pain and revelation.

Exceptional Success: Besides damage, all targets who gaze upon the mummy suffer the Blinded Condition permanently.

Ab: With an Ab rating of 4 or above, the mummy may also affect mortals. Mortals are blinded on a regular success and suffer aggravated damage like undead, unless their Virtue reflects a measure of inner faith or their Integrity is higher than the mummy's Memory. The gruesome magics sear out the eyes, leaving hideous scars that burn out the Striking Looks Merit. Mortals who avert their gaze suffer no harm at all.

Rebuke the Vizier

Tier 1: Ka •; **Tier 2:** Ba •••; **Tier 3:** Ren •••••

Tier 1

The power of the Deathless is overwhelming to lesser forces and many mummies can ward themselves against hostile magic. By unleashing this tier, the Arisen creates a skin of Sekhem

around their body for one scene. Witnesses and other supernatural creatures can see this barrier as a shining, golden skin covering the mummy.

Any magic or supernatural power targeting the shielded mummy triggers a Clash of Wills between the mummy and the attacker. If the Deathless wins, the power does not affect them, otherwise the magic proceeds according to its system with the mummy continuing to resist it in the standard way as proscribed by that power.

Ka: With a Ka Pillar of 1 or more, the Arisen may choose to add their Ka rating to their dice pool for the clash of wills.

Tier 2

By unleashing this tier, the mummy's gaze lays bare any magical effects surrounding its target. The Arisen selects a target she can perceive and immediately gains knowledge of all enchantments affecting it and any abilities it possesses. With the mere passing of the mummy's gaze, one of those enchantments can be torn asunder and rendered inert. The unleashing cannot remove a mage's ability to cast spells or the power that animates a vampire, however, it can cancel the effects of a spell a mage has placed on themselves or negate the effect of a vampire's Discipline for the remainder of the scene, forcing her to do without it. Doing so prompts a Clash of Wills between the Arisen and the target.

Vessels and other magical artifacts can have their power temporarily suppressed by this Utterance for Sekhem + Ren turns, but not removed. Curses, however, can be lifted from objects by unleashing this tier. This does not affect people affected by curses.

Ba: With a Ba Pillar of 3 or more, the Arisen may add their Ba rating to their dice pool for the Clash of Wills.

Tier 3

The mummy may take a reflexive action to unleash this Utterance at will, doing so causes the golden shell of Sekhem covering their form to burst and cover the area around them in a radiant glow that casts a shadow over all other magic or supernatural powers that are used within it. The area of effect is a radius of 10 + Ren yards from the Arisen and passes through walls and around corners.

When activated, this Utterance prevents magic or supernatural powers which target anyone other than the user from being activated until the end of the mummy's next turn. The Deathless must take 6 – Ren turns to rejuvenate themselves before using this Utterance again.

Ren: With a Ren Pillar of 5, the Arisen may negate any non-reflexive powers from being used within the affected area.

Rite of the Sacred Scarab

Tier 1: Sheut •; **Tier 2:** Ren •••; **Tier 3:** Ka •••••

Tier 1

The Arisen unravels a portion of Sekhem from within, regurgitating it as a large scarab beetle of chitin, gold, and jewels. Although not truly alive, the scarab serves as a protective amulet for

whoever bears it, inflicting a -2 penalty on all dice rolls that would physically harm the bearer in any way. The amulet retains its power for up to a month, unless destroyed earlier; it has Durability 3 and Structure 3 if attacked directly.

The Arisen can create any number of these amulets concurrently, but their effects are not cumulative on a single bearer.

Sheut: With a Sheut Pillar of 1 or more, the scarab also imposes the -2 penalty on any dice pools that would spiritually or magically harm the bearer in any way.

Tier 2

The Arisen regurgitates a more profoundly empowered scarab, truly animated by the donated Sekhem. Large enough to fill a human's cupped hands, the scarab is an independent servitor that will obey the mummy's commands as best it can. The scarab is resilient, can fly slowly, climb walls, squeeze through small gaps, and can manage basic manipulation of objects — enough to unscrew a grate, or carry a vial of poison and tip it out somewhere. The scarab cannot attack directly, however.

The scarab is Size 0, and has a dice pool of 10 for rolls involving navigating the environment or hiding, a dice pool of 6 for fine motor actions, and a dice pool of 2 for anything else. It has a Speed of 10, Defense 5 and 10 health levels; during combat, it acts on Initiative 0 and cannot attack.

The Arisen can maintain any number of scarab minions concurrently.

Ren: With a Ren Pillar of 3 or more, the Arisen is constantly aware of the scarab's immediate surroundings and state of being, and can perceive through the scarab's senses if she desires.

Tier 3

The mummy opens her mouth and a torrent of ravenous beetles pour forth, each bejeweled and beautiful but possessed of furious hunger. The swarm erupts into the scene and follows the Arisen's will, biting and ripping at victims in the form of the Swarm Environmental Tilt (see p. XX) with the swarm at a Size equal to Sekhem + Ka. The mummy directs the swarm each turn telepathically as a Reflexive action; the swarm can do little other than attack and eat, or hold back if commanded, and is not capable of following complex commands or other forms of interaction with its environment.

Ka: With a Ka Pillar of 5, the Arisen may alter the composition of the swarm, enhancing it with up to three Tilt factors of the player's choice.

Secrets Ripped From Skies

Tier 1: Ba • (Subtle); **Tier 2:** Sheut ••• (Curse); **Tier 3:** Ren ••••

Tier 1

This Utterance is not a shout, but a whisper. Gazing up at the night sky (defined as dusk until dawn), the mummy's word reveals the space relative to himself, using whatever measures or means of reference he would prefer — be it the distance from the nearest landmark in cubits and palms, or relating a position near a café the mummy supped at three nights ago. If he's located

under the open night sky, the mummy gains perfect awareness of his immediate surroundings, and becomes nearly impossible to surprise barring supernatural means or superlative camouflage, and all such attempts are reduced to a chance die.

Ba: With a Ba Pillar rating of 1 or higher, the mummy's player may ask questions of the Storyteller, relating to spiritual mettle displayed in the past of the location and scene around the character.

Dice Roll: Ba + Intelligence + Occult, -3 penalty if the sky is more than half covered by clouds and/or too much light pollution drowns out the stars

Action: Instant

Roll Results

Dramatic Failure: The player asks a question as though he had rolled a success; the Storyteller should either give false information, or present a warped version of the truth.

Failure: The stars do not yield their secrets so easily.

Success: The player can ask one question of the Storyteller. The Storyteller's answer should include the imagery conjured in starlit phantoms, visible to the mummy. This Utterance can only offer immediate scenes of violence or spiritual fortitude.

The answers are rendered as a flash of insight and spatial memory the mummy may examine, using additional successes on the roll to ask follow-up questions. The mummy learns the circumstances of each question (i.e. the exceptional success in the scene was on a Persuasion roll by one of a local prominent gangster negotiating a new criminal deal at gunpoint), but may only ask these questions about events that took place under the open sky during the lunar cycle -- meaning, within the last month. Multiple answers to a single question, such as spending Willpower, yield a composite rendition of memory derived from the scene most relevant to the current story that occurred in the prior month.

Exceptional Success: The player may ask more questions and follow-up questions.

Sample Questions

- Who in the area received an exceptional success?
- Who in the area spent Willpower?
- Who fulfilled their Virtue or Vice?

Tier 2

The mummy's word of power echoes throughout her entire existence, and beyond, to the beginning of the cosmos. Sekhem stretches across time, not space; it is the primal energy of creation, and is ineffably linked with the earliest epochs. As eons pass, the mummy's word continues to echo, ensuring matter and energy coalesce into an iron-hard expression of the Arisen's power, falling ever toward the Earth. The mummy need only look to the skies to sight the heralding blaze of her auspicious wrath.

The mummy may choose one known target she can perceive within a mile, which must be exposed to the open sky (buildings are valid targets, though even a strongly-tinted skylight will

block the specific use of this power). The resulting meteorite disintegrates before it slams into a target and does not strike them directly, though buildings and structures suffer (Sekhem) levels of aggravated damage. The targeted area becomes an extreme environment with Inferno size at Bunsen burner intensity, and anyone who suffers the Inferno Tilt in addition to the fire hazard.

Sheut: With a Sheut Pillar rating of 3 or higher, the mummy may choose to create a meteorite that fully shatters within the upper atmosphere. Having persisted for millions of years in space, however, the ghost of the meteorite remains quite powerful. The Twilight meteorite causes the same devastation as a physical meteor, but to ghosts, amkhata and other spirits.

Tier 3

Secrets eternal, kept by starlit sentinels, yield to the mummy's queries at the apex of this Utterance. Fate itself responds to the needs of the mummy, allowing cosmic mysteries to unfold from ancient constellations. The mummy's player may ask questions of the Storyteller, relating to any topic within Fate's purview.

Dice Pool: Ren + Intelligence + Occult, -3 penalty if the sky is more than half covered by clouds and/or too much light pollution drowns out the stars

Action: Instant

Roll Results

Dramatic Failure: The player asks a question as though he had rolled a success; the Storyteller should either give false information, or present a warped version of the truth.

Failure: Like Starry A'aru, the skies are closed to the mummy's insights.

Success: The player can ask one question of the Storyteller about the past, present, or future of the current story. Events that relate to the Underworld, the Shadow, or other realms other than the material or Neter-Khertet are not valid queries; nor are questions relating to the Judges, Anpu, the Shan'iatu, the Deceived, or other cosmological mysteries of mummies. The Storyteller's answer should be communicated in metaphor and cryptic symbolism, flashes of starlight insight gleaned from constellations wrought by Fate. This Utterance can offer an answer to virtually any question the mummy may ask, either moving her significantly towards her goals or providing a solution to her most pressing dilemma in the current story. It cannot answer questions about the Arisen's history or Memory, except where this would provide illuminating clarity to a particular aspect of the mummy's current problems — in which case it provides a maddeningly incomplete picture.

Exceptional Success: The player may ask more questions and follow-up questions.

Ren: With a Ren Pillar rating of 5, if the mummy unleashes the second tier in the same scene he attempted to read the future in the stars, he calls down an Epic meteor shower rather than a single meteorite. The sky darkens, illuminated only by the molten flames of thousands of fireballs crashing down from the heavens. The shower ravages everything within (Sekhem x20) square miles of the mummy for a number of turns equal to his Sekhem rating.

The meteors fall upon as many or as few targets as Fate decrees. The mummy who unleashed the shower is never affected by the Inferno Tilt or the fiery destruction, though allies have no such protection unless they remain close by.

Rain of Fire

Unleashing the two upper tiers of this Utterance with Ren 5 will cause collateral damage across entire (and potentially multiple) metropolitan areas, resulting in hundreds if not thousands of casualties and a massive economic cost. The effects of Sybaris are great as well, as the entire region falls into religious reverie. This is a fairly typical effect of powerful Utterances, and sets the tone for the chronicle early on, when the mummy's power is at its height. Navigating the setting aftermath of powerful, unleashed Utterances is something a Storyteller must be prepared for.

Water of Life and Death

Tier 1: Ren •; **Tier 2:** Sheut •• (Curse); **Tier 3:** Ba ••••

Tier 1

The Arisen speaks the power of water, strong enough to carve stone and tear down mountains with the passage of time. As she has foretold, a fissure cracks the ground at her feet and a new spring pours forth a rejuvenating cascade of clean water. This Utterance can only be used to create a spring from the ground, although it doesn't matter if the Arisen calls one forth from a natural or artificial surface.

As well as quenching thirst, any mortal who drinks or bathes in the waters of the spring during the scene it appears benefits from their rejuvenating properties. Such a character regenerates one point of bashing damage per turn and one point of lethal damage per fifteen minutes while in contact with the water, although the healing waters cannot repair damage in a character's final three health boxes.

The spring initially fountains forth, settling down to a steady flow after a scene. The new well provides enough water to sustain a small village or create an oasis, its flow remaining strong for several years at least.

Ren: With a Ren Pillar at 1 or higher, a mortal character who bathes or drinks from the spring during the scene it appears has their rate of natural healing doubled for a week.

Tier 2

The Arisen spits a bloody curse upon the waters around her, souring the currents and turning fluid to blood, and afflicting the bodies of water with the Dark Waters Tilt (see p. XX). All bodies of fresh or saline water within two miles of the Arisen's location transforms into human blood for a number of hours equal to her Sheut + Sekhem; water brought into the area during this time also changes. Most living creatures — humans in particular — find the stagnating, clotting gore supernaturally repulsive and sickening, inflicting the moderate Sick Tilt (see p. XX) on any creature that does not subsist on blood normally. When the curse ends, the blood returns to its original watery state with no lingering effects.

Sheut: With a Sheut Pillar rating of 2 or higher, the Arisen may choose specific areas or bodies of water to be unaffected by the curse, or can cause any water within the area to turn to blood only when touched by a human who has transgressed against the Arisen's Judge or the local code of laws.

Tier 3

The mummy commands the water itself to part before her glory, opening a path before her. The unleashing causes a body of water to open a corridor before the Arisen, up to 100 yards deep and wide and up to a mile in length. The Arisen can use this power to create a trench through a lake, or a passage of air along the sea bed with a watery 'ceiling' overhead. She may choose for the channel to close behind her as she moves through it, or to remain open in her wake; if left open, the channel persists for up to a day after the Utterance's unleashing, then crashes closed once more.

Ba: With a Ba Pillar rating of 4 or higher, the Arisen may choose to 'part' all water out of an area without needing to target a specific body of water. Instead, the targeted corridor dehydrates as all moisture seeks to escape it, becoming arid and dry. This applies a level 3 extreme environment to the affected area.

Wrathful Desert Power

Tier 1: Ab • (Curse); **Tier 2:** Ba ••; **Tier 3:** Ka ••••

Tier 1

The mummy's jaw distends unnaturally, yawning open in a maw reminiscent of Ammut's. From out of this maw come howling winds of Duat, carrying with them red sands that scours all who oppose the mummy.

Dice Pool: Ab + Presence + Occult - Stamina

Action: Instant

Roll Results

Dramatic Failure: Desert winds whirl around the mummy, who gains the Disoriented Condition.

Failure: The mummy is not a desert power.

Success: The desert winds inflict the Arisen's successes as points of bashing damage, or lethal to mummies, creatures made primarily of water or having some water aspect to them, or creatures of Duat. The sand has a range of 20/40/80 and suffers double range penalties from the stream sputtering out and losing potency. These winds (effectively) have the autofire capability, and apply a weapon modifier to damage equal to (half Sekhem, rounded up).

Exceptional Success: Apply the Disoriented Condition to the target, in addition to damage.

Ab: With an Ab Pillar rating of 1 or higher, the sands of Duat may afflict those within Neter-Khetet as well, making them valid targets for attack.

Tier 2

Power ripples out from the mummy's feet in a pulse of golden energy that reeks of dust and anise. Whatever surface the mummy stands upon, up to the limit of her vision, warps and shifts and folds into itself. Rolling red sands pour outward from these folds, until the ground is as the desert dunes.

Dice Pool: Ba + Presence + Occult

Action: Instant

Duration: Scene

Roll Results

Dramatic Failure: Sands damage the mummy and her allies, attempting to grapple them as below.

Failure: The sands shift and may inflict an environmental Tilt or Condition and affect Athletics rolls, but otherwise harm none or cause other damage. If the ground is load-bearing or heavy objects rest atop the sands, however, the sudden change may have ancillary effects.

Success: Each time a new turn begins, at the top of the Initiative order, the mummy may attempt to grapple a new target within visual range. The mummy may attempt one new grapple attempt per turn on any target instead of moving, in addition to his instant action. He may sacrifice his action to make a second new grapple attempt, and his Defense until his next turn for a third. The sands swirl beneath them, attempting a grapple with a dice pool of 5 + successes rolled. His contested grapple rolls for ongoing grapples are reflexive, but he may choose not to inflict damage with his grapples; instead, the sands swallow up grappled targets, entombing them below the swirling red sands. They are unharmed, but rapidly begin to suffocate (pg. XX).

Exceptional Success: Apply the Disoriented Condition to the target, in addition to damage.

Ba: With a Ba Pillar rating of 2 or higher, the mummy may target himself with this power, reflexively disappearing into the sands and emerging elsewhere within visual range of his original location as his movement. This sudden movement increases his Defense by 2.

Tier 3

Expectorating a vast quantity of sand with a demonic howl, the mummy conjures a vast, howling sandstorm. This applies the Sandstorm Tilt to everyone within the area, though the mummy herself is immune.

Ka: With a Ka Pillar rating of 4 or higher, the mummy may disperse herself within the sands, granting her perfect awareness within the storm and a Speed factor of 15. The sandstorm swirls and howls, and the mummy may move herself and the storm along streets and through winding passageways, flowing into any confined space that isn't airtight.

Sekhem

Where there is life, there is Sekhem.

Sekhem is the mystical energy that emanates from all living things, allowing for the free flow of feelings and recollection in the universe. It reveals itself through passionate moments and intense

memories, subtly altering the environment as it coalesces. It brightens the light during a joyful birth. It thickens the air after a painful argument.

Those who know how to manipulate it create miracles, and perhaps the greatest of these was the Rite of Return, which conquered death and infused the Arisen with enough energy to fuel centuries of lifetimes. Such power has a price: as products of necromancy, mummies cannot create their own Sekhem like the living can. They must endure the Descent (p. XX), living powerful but brief lives.

Effects of Sekhem

Sekhem is rated from 1-10 dots. Each dot has specific effects, detailed on the Sekhem Effects chart (p. XX).

- **Supernatural Advantage:** Sekhem acts as Supernatural Potency for mummies. It also serves as Supernatural Tolerance and adds to dice pools to resist some supernatural powers. Immortals (p. XX) receive these effects through their Supernatural Resistance Merit.
- **Burning Bright:** At the start of most Descents, mummies begin with Sekhem 10. Time, certain supernatural attacks, death, and disobedience to the Judges erode a mummy's Sekhem rating until it reaches 0.
- **Snuffed Out Flame:** A mummy with Sekhem 0 ends her descent. Her body dies and she rests in henet (p. XX). She can only revive with a successful Call (p. XX), the start of a Sothic Turn (p. XX), or other supernatural means.
- **Descent:** Mummy players roll Sekhem as a dice pool during Descent Rolls (p. XX).
- **Maximum Pillars/Per Turn:** Sekhem determines how many Pillar points (p. XX) a mummy can spend per turn.
- **Utterance Maximum:** Sekhem determines the maximum rating of Utterances (p. XX) a mummy can use.
- **Trait Maximum:** At Sekhem 6+, a mummy's Attributes and Skills can be increased above five dots to a maximum of her Sekhem. Mummies at Sekhem 5 or below lose access to any Trait dot ratings above 5 but regain their access when their Sekhem increases to 6+.
- **Maximum Physical Attribute Boost:** Sekhem determines the number of dots a Physical Attribute is increased by spending a Pillar point (p. XX). Strength and Stamina are increased by the number to the left of the slash on the Sekhem effects table. Dexterity is increased by the number to the right. A mummy with Physical Attribute 6+ with a Sekhem rating of 5 or below uses a starting Trait dot rating of 5 to calculate Pillar point increases.
- **Lifeseense:** Mummies can detect spikes of Sekhem through a phenomenon known as *kepher* (p. XX).
- **Ephemeral Ward:** Ephemeral entities (p. XX) are incapable of possessing mummies. Any attempt to use the Possess Manifestation (p. XX) on a mummy automatically fails.
- **Will of Life:** Once per turn, mummies may sacrifice one dot of Sekhem to completely refresh all Willpower points. This is a reflexive action (p. XX).

- **Sahu Repair:** The *sahu*, or body of a mummy, can recover from grievous injuries with a Sekhem infusion. Once per turn, mummies may sacrifice dots of Sekhem to fully heal aggravated damage at a rate of one Sekhem dot per one box of aggravated damage. This is a reflexive action.
- **Resurrection:** If a mummy dies with a Sekhem rating higher than 0 and has either an intact *sahu*, an available canopic jar (p. XX) or an Invested cultist (p. XX), she enters a Death Cycle (p. XX). When the cycle resolves, she revives fully healed after a period of time determined by her Memory (p. XX).
- **Deathless:** Mummies appear to supernatural senses as simultaneously alive and dead.
- **Customizable Metabolism:** Mummies have complete control over their physiology and may activate or deactivate any number of biological functions. This is a reflexive action.

Sekhem Effects

[BEGIN TABLE]

Sekhem	Trait	Maximum	Pillars/Turn	Utterance Level	Sta,Str/Dex
10	10	5/1	5	4/3	
9	9	4/1	5	4/2	
8	8	3/1	5	3/2	
7	7	3/1	5	3/2	
6	6	2/1	5	3/2	
5	5	2/1	5	2/1	
4	5	2/1	4	2/1	
3	5	2/1	3	2/1	
2	5	1/1	2	1/1	
1	5	1/1	1	1/0	

[END TABLE]

Memory

The Rite of Return was glorious and traumatic. The Arisen stood before the Judges and spoke their decree yet came back from Duat with scattered memories and suppressed personalities. Perhaps this is what the Judges wanted: barely sentient slaves with just enough knowledge to carry out orders.

Judges may control a mummy's Sekhem, but Memory recovery and loss is something only the Arisen are responsible for. Sekhem and Memory are often at odds. Regaining a sense of self sometimes means ignoring or outright disobeying the Judges. Following their orders can lead to actions that a mummy begs to forget.

A mummy's Memory is a combination of the knowledges she's learned, the Descents she's experienced, the person she's become, and the Iremite life she left behind. As she rediscovers

herself, it all comes back layer by layer. It becomes a kind of paradox. More Memory helps the soul recover, but so many recollections weigh it down and make it harder to return from death.

Effects of Memory

- **Pillar Recovery:** Memory is used as a dice pool to recover Pillar points (p. XX).
- **Death Cycle:** Memory is used as a dice pool during Death Cycles (p. XX).
- **Resurrection:** Memory determines the minimum length of time a mummy's body spends dead before resurrecting at restored health.
- **Long Gone Days:** Mummies remember their identity and the events of their previous Descents based on their Memory ratings. Previous Descents do not need to follow chronological or serial order, nor do they need to be previously played in-game. The player and Storyteller determine which Descents the mummy remembers at the start of a Descent and when the mummy's Memory rating changes.
- **Automaton:** Mummies that reduce their Memory to 0 during a Descent cannot remember anything besides the location of their Tomb, the location of nearby vessels, and their Judges' commands. If all commands are complete, they return to their tomb and await further orders from their Judge. This effect lasts until the mummy is either killed or Descends completely. The next time she returns to life, her Memory resets to 1. Only mummies with Memory 8+ remember events that occurred while at Memory 0.
- **Amnesiac:** During the first scene of a new Descent, a mummy always has Memory 0. When the scene ends, their Memory automatically resets to the mummy's current Memory rating.
- **Mediator:** At Memory 8+, a mummy can mediate (p. XX) a Cult.

Memory Effects

[BEGIN TABLE]

Memory	Knowledge	Recalled Descents	Mortal Life	Resurrection Time
10	Full Identity	Every Descent, Rite of Return	Entire Life	3 Hours
9	Full Identity	Every Descent	Entire Life	2 Hours
8	Full Identity	Every Descent	Iremite Knowledge	2 Hours
7	Near Complete	Every Descent	Basic Iremite Knowledge	30 Minutes
6	Near Complete	Two Previous Descents	Guild Career	15 Minutes
5	Near Complete	One Previous Descent	Death	10 Minutes
4	Basic Identity	One Previous Descent	Friends and Family	3 Minutes
3	Basic Identity	Rough Details of One Previous Descent	None	Instant
2	Basic Identity	Fragments of One Previous Descent	None	Instant

1	Iremite Language	None	None	Instant
0	Automaton	None	None	Instant

[END TABLE]

Losing Memory

Mummies risk losing Memory when they act in ways that reject their past or deny their present. When a mummy refuses to engage with their previous actions as Iremite citizen and Deathless Immortal or ignores their current identity and principles to pursue the will of the Judges, she undergoes a Breaking Point (p. XX). The player rolls a set dice pool based on the action's severity. Memory Breaking Points have three severities: Lapses, Gaps, and Absences.

The following Breaking Points are only a sample of what could test a mummy's Memory. Storytellers and players are encouraged to customize Breaking Points for their characters during play.

Lapses (Five Dice)

Lapses are small acts of rejection and denial. These include necessary evils of Arisen existence.

Sample Breaking Points: Concealing identity, pursuing a Judge's order solely to retain Sekhem, refusing a chance to act according to decree.

Gaps (Three Dice)

Gaps are serious acts of rejection and denial. These include active suppression of a mummy's past and present.

Sample Breaking Points: Destroying Nameless Empire remnants that involve the mummy, impeding the recovery of a fellow Arisen's Memory, refusing to experience a destroyed vessel's memory.

Absences (One Die)

Absences are outright and intentional acts of rejection and denial, sometimes to the point of destruction.

Sample Breaking Points: Abandoning the meret to pursue a Judge's agenda, intentionally hastening the Descent, destroying evidence of the mummy's mortal life.

Recovering Memory

Mummies recover Memory through uncovering the past, accepting their previous actions, and affirming their present identity. These actions earn *Reminisce Beats* that accumulate into *Reminisce Experience*, a special kind of Experience only spent on Memory.

Take a Reminisce Beat when your character meets the following criteria.

- When your character uncovers a hidden truth of the Nameless Empire, take a Reminisce Beat.
- When your character assists a Touchstone in fulfilling their Virtue or Vice.

- When your character performs a righteous act in keeping with her decree, take a Reminisce Beat.
- When your character discovers a secret from a previous or future Descent, take a Reminisce Beat.
- When your character completely cannibalizes a vessel (p. XX), take a Reminisce Beat.
- When your character reaches a new minimum rating in all Pillars, (e.g. at least •• in all Pillars), your character receives an amount of Reminisce Beats equal to the new minimum rating.

Touchstones

Mummies can make Touchstones of Sadikh, Inheritors, and Witnesses, with each possessing benefits and drawbacks. While the Sadikh is theoretically eternal, the Rite of the Engraved Heart (see p. XX) cannot be undone, creating a long-lasting burden should the immortal servant prove treacherous or unreliable. Conversely, a Witness is an ordinary mortal with a mortal's weaknesses, but might prove the most likely to spur memories in their master or mistress through passionate action.

The Sadikh

The most common of a mummy's Touchstones is her Sadikh (see p. XX). Unsurprising, given they represent a mortal willing to give their very existence to the service of the Arisen, to be their constant companion throughout each awakening.

It is common for Sadikh to be Touchstones, but it is not always the case. Many are treated with a certain disdain by their masters and seen as little more than senior slaves by the servants of Duat. Some may also lose faith in their masters over the long centuries of slumber in a half-mad dream of life.

Those who maintain their bond of service are often those who act as close friends or even lovers of the Arisen. Some are merely defined by the notion of service to a higher cause and view their eternal suffering as a sort of penance for the perceived good that they do when they awake. Whatever the case, they are not just a vessel of the mummy's will and power, they are also her closest tie to her former self. A physical manifestation of all that has been sacrificed to enable the Deathless' march through the ages to proceed.

The Inheritor

Inheritors are those who have been chosen by the mummy to embody one or part of one of their Pillars. The Rite of Investment (p. XX) makes an Inheritor as important to the Arisen as any relic from her past. The Rite confers a sacred trust upon the Inheritor, like the Sadikh, though not eternally binding, to protect a vital component of the Deathless' own immortal essence within the fragile container of their mortal body.

Such a trust is normally built up over a long period of service and is a form of reward for immense loyalty and self-sacrifice in the mummy's name. Such submission to a greater purpose casts the age-old mind of the Deathless back to their own Rite of Return, a strong image indeed. This permanent reminder of service to a grand plan bigger than one man or woman helps many Mummies to justify their endless march through time in service to Duat.

Mortals who choose to bear this weight are regularly chosen as manifestations of the mummy's chief aspects. Their personalities reflect the Pillar invested within them, and the addition of that part of the mummy enhances those traits still further.

The Witness

The moment when a mortal comes to the full realization of the scale of a Deathless' power can be overwhelming. Even without subtle manipulation or direct control, such individuals often find themselves drawn to the mystique and allure that a life beside such a being has. Witnesses are mortals who, through exposure to the Arisen and her cult have come to respect, love or even fear it. What truly attaches the Witness to the Deathless though is the fleeting glimpse of Memory that exists within a mummy's creaking mind. As the winds of time blow dust from the pages of ancient memories, some Deathless find themselves looking at mortals and seeing faces from their past, or glimpses of half-remembered feeling. Bonds of loyalty and kinship to something other than Duat and its remorseless rulers.

Such moments may be cast aside by an Arisen as a fickle fancy, though some are taken deeper to heart. Witnesses become targets for recruitment into the cult or are simply extended its watchful protection. While the bond with such a Touchstone is perhaps the least demanding for a Deathless, it is certainly one of the most dangerous to form. Without the protection of the mummy's powers, the Witness is as easily hurt or coerced as any other mortal. When a Witness is made into a Touchstone, they no longer suffer the ill effects of Sybaris.

Aging Touchstones

Unless they're Sadikh, or a Witness or Inheritor has discovered a form of immortality, their role as Touchstones might be transient at best due to their tendency to age and die while the mummy sleeps. The memory of the Touchstone does not fade, however, and an Arisen can unconsciously designate the role to a new Witness or Inheritor in the next era they visit, providing the Touchstone was not killed while the mummy was awake. This new Touchstone must be in some way linked to the last one, whether through blood, appearance, behaviour, or even something as simple as a shared name. Something of them must awaken in the mummy the memory of the Touchstone's predecessor. This practice leads to some mummies targeting innocent victims who would rather have nothing to do with Deathless society, but find themselves inexorably drawn into it.

Example Touchstones

The following is a list of example Touchstones, however, players are encouraged to customize their selection of Touchstones to most accurately reflect the binding between the mummy and their fading Memory.

Firebrand Cultist

Through the eyes of this zealot, the commitment of the Arisen to their goal is inflamed. Their unswerving belief in the beneficence of their patron and the righteousness of her cause recalls to her the very reason she gave up her life to the Judges in the first place.

Shadow of an Old Flame

There is something about this face that entrances and beguiles the Arisen, awakening feelings long since dead. She may remember an echo of a name from her days of life, but it is a whisper on the winds of time. Perhaps if she keeps this mortal close enough, it will come to her.

Confidante

Even before he was Sadikh, this man earned the trust of the Deathless. The naked truth of the master is laid bare to this servant, who acts as both conscience and reminder of who she is. In a crowded room with many arguing voices, theirs rings out clear as a bell to the Arisen.

Mirror of the Ages

How many souls can there be in existence? In all of those, there must be some linked by destiny. In this person, the Arisen sees themselves. All of their faults and strengths. While this can lead them to be harder on them than most, the attention lavished upon them draws the jealous eye of others who would hold such interest to a being like the mummy.

Epitome of Life

Dancing and twirling with reckless abandon, moving to the beat of an unimaginable music, the likes of which couldn't have been played on the instruments native to Irem. She is vital, she is the heartbeat in a dead chest. Her chaotic nature may fly in the face of centuries of tradition, but she and she alone twitches the stern features of the Deathless into a thin smile at the childlike wonder and enjoyment of life.

Dutiful Clerk

Stamp. Stamp. Stamp. While the day to day existence of the bank clerk may seem humdrum, this one's approach to it caught the eye of the Arisen as she sat watching her Sadikh make another deposit on her behalf. The others chatter, looking to the clock on the wall. This one's eye never wavers from her duty. She must be wondering who this strange person is who keeps making these small deposits. And why does she keep staring at her with strange satisfaction.

Doubting Lawrence

Lawrence's family were proud of him when he joined the seminary. Many of the letters the Arisen has read encourage him to devote himself fully to his life of service, devotion and endless prayer. However, the mummy hears those prayers, each night. Seeking answers to the doubts that plague his mind and the possibilities he is leaving behind in choosing this life. Such thoughts are familiar to the Arisen, she wonders if Lawrence's God will answer, as hers did.

Court Justice

This woman's hammer is the weapon of the law. Though she does not wield it in her own service. She understands that justice is about a higher authority than oneself. She understands that it is not measurable within the scale of one person's petty morality. True justice belongs to a mandate handed down over the centuries. Sure, her lawmakers are hardly the pitiless Judges of Duat, but she serves them nonetheless.

Budding Historian

Dr Schwartzmann is so close to the next big discovery and the Arisen is licking her lips waiting to see what he makes of it. She has been supplying his curiosity with enough breadcrumbs to allow him a trail to follow. He may be a bit of an outcast among the archaeological community, but he alone had come close to unearthing secrets that eluded all others too blind to follow the clues to their only true conclusion. And that was where he would finally find her.

Guardian of the Pillar

Hikaru's body is a temple, and holding it up was a pillar. As the Inheritor to his master's pillar of Ab, he was sworn to defend something sacred. Trusted to carry with him part of the very soul of a Deathless. Hikaru's unwavering commitment to his charge is brought home each night as the Arisen watches him, training himself in combat, dining on the most nutritious and beneficial food and drink he can afford. He has part of her within him and treats it as an honored guest.

Mummy Injury, Healing, and Death

Mummies are granted a near-miraculous hardiness. Even death can be a mere setback to the Arisen.

Damage Sources

Mummies don't take injury in the same way living bodies do. They receive the following changes to basic sources of harm (p. XX):

- Mummies cannot bleed to death.
- Mummies cannot be knocked unconscious.
- Mummies suffer bashing damage from firearms, blades, and melee weaponry.
- In addition to basic sources of aggravated damage, mummies suffer aggravated damage from fire and vessels (p. XX) in the form of weaponry.

Healing Rates

Mummies quickly heal from wounds and can use Sekhem (p. XX) and Pillars (p. XX) to heal even faster. They naturally heal injuries at the following rate:

- 1 point of bashing damage per turn.
- 1 point of lethal damage every half hour.
- 1 point of aggravated damage every three days.

Death and Resurrection

A mummy dies in two ways:

- The mummy's health is completely filled with aggravated damage, and she is not currently under the effects of Seal the Flesh (p. XX).
- The mummy succeeds at a Descent Roll (p. XX) at Sekhem 1, reducing her Sekhem to 0.

Mummies that die enter a Death Cycle (p. XX). They embark on a harrowing journey in Neter-Khertet, searching for the enigmatic Iremite god Anpu. If the mummy's Sekhem rating is 0, their

Descent typically ends when the mummy and Anpu meet. Otherwise, the mummy's player may choose whether the mummy ends their Descent or returns to life.

Mummies that end their Descent are only revived through the Call (p. XX), the Sothic Turn (p. XX), the disturbance of their Tombs, or the ineffable will of the Judges. The next time they revive, they are typically at Sekhem 10, and the Descent begins anew. All pre-death damage is cleared.

Mummies that return to life must roll Memory to complete the Death Cycle. Then, they resurrect after a period of time determined by their Memory (p. XX). The mummy's Sekhem rating is adjusted based on the Death Cycle's result. All pre-death damage is cleared.

If a mummy dies and her body is destroyed, she can still return to life through two methods:

- If a mummy has at least one *canopic jar*, the mummy's player chooses which jar revives her, which may be in a different location from where the mummy died. The jar bursts open to reveal the organ inside. The mummy's sahu quickly builds itself around the organ during the Memory-determined resurrection time. Starting characters own all four canopic jars, holding the mummy's stomach, lungs, liver, and intestines.
- A mummy may reincarnate inside an Invested cultist (p. XX), taking the cultist's body for her own. The mummy may remove the body's four internal organs to create new canopic jars.