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LEAGUES OF
Gothic Horror

GUIDE TO
MUMMIES



Leagues of Gothic Horror

Guide to Mummies

by Mr. Paul "Wiggy" Wade-Williams

Lead Editor: Anthony Boyd

Graphic Design: Robin Elliott

Typesetting: Paul Wade-Williams

Cover: Jerry Boucher

Illustrations: Gillian Pearce

Ubiquity Rules System Design: Jeff Lombos



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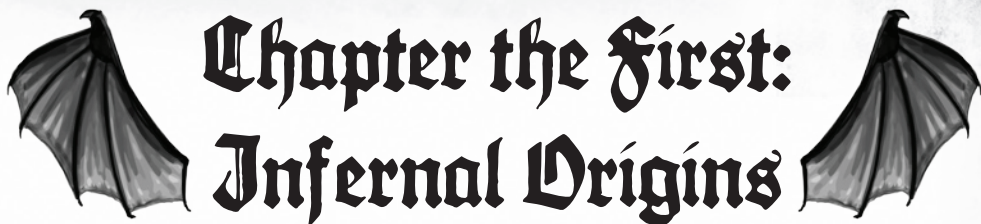
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Chapter the First: Infernal Origins

*"You may put a mummy in a glass case and hermetically seal it so that no corroding air can get within; but all the same it will exhale its odour. One might think that four or five thousand years would exhaust the olfactory qualities of anything; but experience teaches us that these smells remain, and that their secrets are unknown to us." —Bram Stoker, *The Jewel of Seven Stars**

It does not take an educated mind to deduce that man has long treated his dead with great respect, and in some cases reverence. Many churchyards have graves dating back centuries, funeral barrows dot Europe's landscape, and the sands of Egypt are littered with tombs. While out of vogue in the modern Western world, mummification, an ancient art concerned with preserving corpses through chemicals or natural methods, continues to be practised elsewhere.

While Europeans have long known of, and indeed used, mummies, there can be little doubt that renewed exploration of Egypt and reports of previously unknown royal tombs has elevated mummies in the public imagination. Visit any major museum in Europe or the United States of America, not to mention Egypt itself, and one can stare at the impassive face of a withered pharaoh or high priest as he sleeps through the millennia.

The embalmers' art is not confined to that ancient and arid nation, of course—mummification appears to be a universal concept. It is here, though, that we shall begin our journey.

Ancient Egypt

A millennia before the first stone of the mighty pyramids was laid, the ancient Egyptians buried their dead in simple pits with little pomp or ceremony.

Anyone who has travelled to Egypt knows full well that it is a hot, dry land. Interred in the sand, corpses were naturally mummified. Historical texts tell us much, but we shall never know who it was first discovered this accidental embalming (spontaneous mummification) nor who decided that it should be done deliberately (anthropogenic mummification) to preserve the dead for all time.

It is evident from excavations that mummification rituals began as early as the Second Dynasty (c. 2890 - c. 2686 BC). Initial experiments, for such was required to mimic the power of Nature, were crude, but as the ages ticked by the process became both better understood and more elaborate. Within a few hundred years, the process of mummification had reached maturity. As mummification developed, so new funerary texts and spells were created to ensure the body would be protected throughout eternity.

It is no coincidence that the use of purpose-built tombs developed at the time mummification became the norm—the dead, now preserved, would need a suitable home in which to spend eternity.

Herodotus, a Greek historian writing many centuries later, described three separate mummification rituals.

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A World of Mummies

Leagues of Gothic Horror is based on the literary genre of the same name, and thus has a cultural bias. For this reason, much of this supplement is concerned with Egyptian mummies. Globetrotters are, of course, free to travel the world in search of adventure. Fortunately, mummies are not confined to the few regions detailed in this chapter.

Many mummies discovered in other parts of Africa, the Americas, and Europe, not to mention Asia and Australasia, came to the attention of Western explorers after the era of this game. This does not mean the Gamemaster should avoid using them in his games—in fact, we suggest quite the opposite.

As with all aspects of *Leagues of Adventure* and *Gothic Horror*, there is no official canon after the date the Gamemaster picks for the start of his campaign, nor should literary sources on mummies be the defining line.

If the Gamemaster wants a mummy villain to be from the Guanche culture on the Canary Islands, or desires the globetrotters to survive over winter in a scientific research camp on Greenland while being hounded by a frozen Inuit or Viking mummy, then he should use it.

With a little research, you'll discover there is literally a world of mummies out there waiting to be used in adventures.

The Embalmer's Art

"The most perfect" was costly in terms of time and materials, and thus restricted to those with wealth. In order to prevent decomposition, the internal organs were first removed and the cavity washed with spices and wine. The intestines, liver, lungs, and stomach were stored in vessels called canopic jars, to be buried alongside the deceased. The brain, extracted through the nasal cavity by means of a long hook, was discarded, for it had no value. The heart, believed to be the center of thought and a record of a man's life, was retained in the eviscerated corpse.

Next, the corpse was desiccated by use of

natron, a form of salt and a precious commodity. As much as 40 days was required to ensure no moisture remained in the corpse. Once dry, oils were rubbed into the hardened skin. Application helped soften the skin and muscle, allowing the embalmer to reposition limbs into a suitable pose without fear of breaking them, and sealed the corpse against intrusion by bacteria. Following the wrapping of linen bandages, the corpse was coated with bitumen or resin to protect its wrapping.

The second method was typically used by those a globetrotter might refer to as middle-class—they had enough money to emulate the rich, but not enough to truly live, or spend eternity, like them. Instead of having the internal organs removed and preserved, they were liquefied by means of injecting them with a special oil. Following the preservation of the flesh with natron, any remaining internal liquid was allowed to escape the corpse through a certain downward facing cavity.

The third method, reserved for the working class, involved having the internal organs liquefied and removed before immersion in natron. Unfortunately for modern historians, Herodotus fails to provide any specific details as to why emptying the liquefied organs earlier in the process should warrant a lower cost.

In both latter practises, the liquefaction of organs removed the cost of preserving internal organs and the need for expensive canopic jars. For those of us dedicated to destroying vengeful mummies risen from the tomb, these budget rituals have proven a God-send, for animated mummies created in these fashions are what the Ghost Club calls lesser mummies. (We shall speak more of this differentiation and its importance in your work later.)

Animal Mummies

The mummification of animals was widespread in Ancient Egypt. Cats, dogs, apes, crocodiles, bulls, ibis—if it was related to one of the gods, the animal was preserved.

Some beasts were beloved pets, mummified so that they might live again in the next world with their master. Given the expense of the mummification ritual, it appears that such

Infernal Origins

luxury was reserved for the rich or those in favor with the ruling pharaoh.

By far the great majority of beasts were mummified as votive offerings. Through purchasing one of the preserved animals, a mortal might ask it to deliver a message to the gods on his behalf. Rumors abound of vast repositories of mummified animals now lost in the desert regions, but despite several expeditions they have yet to be found.

South America

Mummies may be synonymous with Egypt in the public consciousness, but the oldest known mummies can actually be found across the Atlantic Ocean, in South America. More specifically, in the nations on the western coast. Globetrotters have estimated that the oldest mummies so far discovered date back to over 5000 BC, making them two whole millennia older than those of Egypt.

The ancient cultures did not, however, universally develop complex rituals and practises in the manner of the Egyptians. Instead, they took advantage of Nature—the region has both extremely arid and bitterly cold regions, both ideal conditions for natural mummification.

In arid lands, where bacteria might spread before desiccation could begin, the internal organs, and sometimes even the muscles, were removed. In colder regions, where the low temperature inhibits corruption, they were left in place.

One globetrotter, recently returned from South America, who wishes to remain nameless, has claimed that not every person was dead at the time of mummification. It is his belief that selected persons were chosen as sacrifices to the gods. Drugged and bound, they were placed in an environment in which they would mummify naturally.

European Bog Bodies

Except in the far north or on the highest peak, or in deep caverns, the damp and cool climate of Northern Europe is not conducive to



natural mummification. Likewise, while there are instances of deliberate mummification, the practise was not apparently widespread, nor did it reach the refined state of the Egyptians.

Over the last few centuries, a number of preserved remains have been extracted from peat bogs during the cutting of sods for fuel. Scientific experimentation has proven that peat soil is acidic and low in oxygen, both ideal for preventing decomposition. The conditions also have the effect of tanning skin and soft tissues, a natural, and slower, form of the process used to cure leather.

Corpses left to mummify in cold climates are frozen rather than withered, and appear very lifelike, even millennia after their death. The same is true of those unearthed in peat bogs—save for a dark complexion, one can discern remarkable details.

The scholastic community is currently di-

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vided on why our ancestors placed bodies in the black water of bogs. On one hand, it might be they understood the preservative nature of the environment and wished to exploit it. Despite hardly being a fitting environment for kings and heroes, it would indicate deliberate internment for religious reasons. On the other, it might be entirely accidental, with the corpse perhaps sinking into the bog after dying from natural causes or, as one scholar assumes, after it was unceremoniously dumped after being murdered by parties unknown so as to conceal the evidence.

Living Mummies

The idea that mummies can walk the earth, having entered European literature in 1827 through *The Mummy!; Or a Tale of the Twenty-Second Century*, and more recently again with Arthur Conan Doyle's *Lot No. 249*, is not a modern one. The Egyptians held that the spirit (*akb*) could return to its preserved corpse at will, though there is no indication it could perambulate around its tomb. Indeed, one might argue how a mummy could ever hope to lift the heavy lid of its sarcophagus.

As far back as the 7th century, Arab scholars wrote that no man should enter an Egyptian tomb, lest he disturb its occupant and pay a terrible price. Whether this was merely a corrupted memory of older beliefs or was based on some particular grisly discovery, we cannot say with any reliability.

Historically, the Ghost Club can point to only one record of living mummies, and even then the villains were phantoms rather than shambling corpses. So the story goes, a Polish globetrotter acquired two mummies in Alexandria. On the sea voyage home, one plagued by a succession of storms, he was tormented by frightful dreams in which two apparitions were chasing him. Only when the two mummies were discarded into the ocean did the storms abate and his nightmares cease.

The Ghost Club, along with several other Leagues, is fully aware that mummies can be animated through various means, as we shall discuss in the next chapter.

Historical Misuse of Mummies

In certain globetrotting circles, there is a timeworn quip that mummies have every right to be vengeful entities. While it raises a chuckle among our educated peers, it is meaningless to those who do not know the history of how mummies have been treated down the ages, especially in the Western world.

Mummies have been held to possess medicinal properties for hundreds of years. Ground into powder, they would be sold as medicine for a variety of ills. Such was the demand that fresh corpses (commonly those of executed felons or suicides) would be dried in the sun and hawked as genuine ancient mummies. During the 16th century, mummy powder in hardened honey was sold as a medicinal lozenge.

Quacks are not entirely to blame for the rush to produce mummies by the boatload, though. Mummy brown, a pigment, was highly prized by artists. Although the name is retained today, artists have ceased to use ground up humans and animals in their work. For a period in the last century, mummified cats, and perhaps people, were ground up by the thousand for use as fertilizer.

Today, we live in a more enlightened age, though the mummies we continue to misuse might well disagree. While their use in medicines, pigments, and fertilizer has ceased on an industrial scale, it has been replaced with other destructive endeavors.

The renowned author Mark Twain tells of mummies being used to fuel locomotives, and during the Civil War that tore America asunder only a few decades ago, mummies were stripped of their wrappings in order that the latter might be used to bandage the injured. The latter refers not to any shortage of modern medicinal aids, but stems back to an earlier belief that the wrappings could stem bleeding.

Even science must hold up its hand. Only last week, Ghost Club members attended a party in which a mummy was unwrapped and studied while the guests enjoyed a light meal and genial conversation.

Chapter the Second:

The Nature of the Damned



“Look - the sacred spells which protect the soul in its journey to the underworld have been chipped off the coffin. So Imhotep was sentenced to death not only in this world, but in the next.” —The Mummy (1932)

Having discussed the physical means by which a mummy might be created, we turn our attention to what is involved in the creation of a living mummy. We also provide means by which a living mummy might be identified, suggest methods of protection, and discuss ways by which they can be destroyed.

Categories

While we will speak of this in more detail later in the chapter, we must take a moment to discuss categories of mummies as the terms are used early on in the text. The Ghost Club recognizes only two general types—lesser and greater.

Lesser mummies are unintelligent creatures, existing only to obey commands or follow rudimentary motives. Greater mummies are intelligent creatures. They may still be slaves to a mortal master, but they are free-willed, and are thus far more dangerous.

Creation

While the creation of a mummy always requires an act of death, the ending of a mortal life is merely the beginning of a new journey.

Before we begin, we must say a few words about the difference between a mummy and a zombie. Superficially, they are very similar, for both are walking corpses. There are, though, two key differences. First, whereas mummies can be created through various means, zombies are only ever created through magic rituals. Second, mummies are preserved corpses, whereas zombies are not.

Origins

Through patient and diligent research, the Ghost Club has confirmed five methods by which a preserved corpse might become a living mummy.

While a casual glance, if one can focus one's senses while facing a walking corpse, might inform a globetrotter of a mummy's country or culture of origin and the skill of the embalmer or natural conditions under which the mummy's flesh was preserved, physical appearance alone cannot determine the method of its awakening.

Accidental

Accidental mummies are created when a person dies a sudden and traumatic death. Since their flesh must be preserved in order to classify as a mummy, their corpse is usually naturally mummified by the environment. In many instances, it is the environment that actually caused their demise.

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In the great majority of cases, such a death results in a haunting spirit. Accidental mummies are extremely rare, and are almost always lesser mummies, meaning the Ghost Club has been unable to determine the exact reasons why the spirit remains tethered to its mortal remains.

Curse

The most hideous means of creating a living mummy is through a powerful curse. While it involves a complex magic ritual (see below), the victim, for such he or she is, is swaddled in bandages and entombed while still alive. Naturally, his internal organs are not removed during the mummification process.

As further punishment, the victim's name is usually stricken from all official records, not to mention his sarcophagus or tomb. In this

manner he is sentenced to spiritual death as well as physical death. Should his physical form be destroyed, he has no hope of attaining the afterlife.

Only those who committed the most terrible acts were ever subjected to such a fell rite. For instance, it is said that Imhotep, an Egyptian high priest, fell in love with pharaoh's daughter. When she died of natural causes, Imhotep sought to return her spirit to her body through certain forbidden rites. Caught in the act and charged with necromancy, Imhotep was mummified alive, condemned to guard her remains for eternity and never be reunited with his beloved in the world beyond.

Of course, Imhotep's tomb, or rather that of the princess he guards, has never been discovered, and so the story remains nothing but a myth, invented perhaps as a warning to others who would defy or offend the pharaoh.

Magic

By the base definition, any animated preserved corpse is a living mummy. As such, the Raise Dead ritual can be used to create one, as can certain exotic powders and elixirs. The resultant undead, however, is only ever a lesser mummy. It is a powerful minion, but the magic that binds spirit to flesh lasts for just a single day.

The creation of a mummy that will remain animated for more than a single day requires more than a common ritual or occult relic. The magical rite through which the full intellect of the dead, its soul if you will, is reunited with its earthly flesh is long and complex, known to only a handful of occultists. Rare and costly ingredients, the correct alignment of stars, and continuous recitation of ancient words of power are often required. In game terms, the ritual is handled through the Magical Aptitude and Spark of Life Talents.

In addition to indefinite animation, the magical energy imbued into the corpse during the ritual ensures it will be physically stronger and more durable. Thus, such fiends are much more of a threat to globetrotters.

As potent as the complex ritual is, it cannot create a greater mummy, one with the capac-



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ity for full intellect, emotions, and speech. No grimoire known to modern occultists contains more than a passing reference to a ritual capable of creating such a creature, but undoubtedly complete copies exist, inscribed on a papyrus in some forgotten tomb or passed down through the ages by secretive cults.

As an aside, it is feasible, though unproven, that a magical ritual could be used to transfer a spirit trapped inside a mummy into a living host. Through this method, an ancient soul might achieve a form of reincarnation.

Possession

The ancient Egyptians believed that part of the soul, the *akb*, remained in the world of the living after physical death. While compelled to return to its preserved remains each day, spirit and body remained separate components.

Through sheer force of will, a spirit can permanently bond with its (and only its) preserved mortal remains. This act is not one to be undertaken lightly, for it is irreversible and carries with it a most terrible price—should the mummy be destroyed by any means, the soul is consigned to oblivion.

Globetrotters should note that unlike a specter's Corporeal Form power (see *Guide to Apparitions*), the joining of spirit with mummified flesh in this manner renders the creature immune to the Banish Spirit ritual. As powerful as it is, the ritual can no more separate the spirit from its unliving body than it can drive out the soul from a mortal man.

Voluntary

Voluntary rebirth as a mummy is a rare thing, for it denies one's soul passage to the afterlife for an indefinite period. Unlike possession, which can occur only after death, the volunteer's soul is ritually bound to his corpse during the mummification process. (As an aside, one who was volunteered for eternal service would, in essence, be cursed.)

Most often it was granted to those who wished to serve as protectors of some tomb or depository. Whereas mechanical traps might weaken or fail through age, and mortal guard-

ians would age and die, a mummy guardian would be an eternal watchdog, never ceasing in its vigilance.

Stringent measures would naturally be required to ensure the guardian was suitably trustworthy and truly sought only to serve, rather than to achieve immortality as a means to personal goal.

Globetrotters returned from the Far East have brought with them tales of another type of voluntary mummies. Often religious figures, they spent many months, even years, attaining the necessary state of mind through deep meditation, while slowly lowering their food intake until the point of starvation or eating a special diet of nuts, bark, and seeds. After death, the bodies of these holy men, already withered, do not decompose.

A Potential Sixth Origin?

Although no experiment of this kind has, to the Ghost Club's knowledge, been carried out, it has been speculated that weird science might yet enable a spirit to be bonded with preserved remains. Such an act would arguably be most immoral if the spirit was an unwilling participant.

Physical Nature

Differences in mummification techniques, cultural biases, the skill of the embalmer, and the passage of time mean that mummies can have a variety of states of preservation.

How a mummy looks is unrelated to its power—even the most powerful greater mummy may look like a walking sack of sticks. Similarly, mummies of all states of preservation share the same basic traits, such as being resistant to damage, immune to poisons and disease, and the like.

Unlike zombies and skeletons, living mummies have little to fear from the passage of time. Were they mundane mummies, then removal from their natural environment might lead to physical destruction. A mummy preserved by freezing temperature, for instance, would thaw and begin to decompose in a

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warm environment, while one preserved in a bog would soon crumble to dust if dragged from the dank mire and left to dry. No matter the means of their creation, a living mummy's spirit prevents further physical decomposition, though only from the moment the spirit is actually awakened.

Skeletal

The bodies of skeletal mummies are quite literally bony, any flesh being stripped before mummification or desiccated to a thin layer during the creation process. They may be held together by a thin layer or strips of taut skin or the decaying funeral garb in which they were buried.

They are the most ghastly to behold, for their undead nature is evident for all to see. At the Gamemaster's discretion, these bony fiends have Horror 5.

Preserved

Most mummies fall into this category. Their parchment-like skin is pulled taut over thin muscles and often discolored through aging or chemical treatment. Facial features are typically visible, allowing their visage to be compared to statues or paintings for the purposes of identifying them. While their flesh is wasted, they are bulkier than their skeletal kin, resembling an emaciated person rather than a walking skeleton.

Incorruptible

No matter how much time has flowed by, incorruptible mummies appear to be only recently dead. Their features are sallow and their eyes lifeless, making it easy to tell them apart from the living, at least if there is reasonable lighting to view them clearly.

Until the invention of embalming fluids, few embalmers could hope to create a mummy of this appearance. Thus, most are the creation of environmental factors, such as being preserved by freezing temperature or sealed in an airtight sarcophagus shortly after death.

Many such mummies are often associated

with religious figures—the bodies of numerous Christian saints and Buddhist priests, while not living mummies, exist in this state of preservation.

Flesh and Blood

The rarest mummies have the appearance of being creatures of flesh and blood. Even with a detailed medical examination, something to which few deign to submit themselves, they may be utterly indistinguishable from the living. No mummy is created with this appearance, for no embalmer or act of Nature can remove the appearance of death entirely. Rather, it is a supernatural power restricted to a rare few greater mummies.

Invariably the mummy begins in one of the other states of preservation but, through a variety of means we shall discuss later, reforms itself to have the appearance it did in life.

Motivation

In the same way that physical appearance does not allow a globetrotter to determine the method by which a mummy comes to be walking the land of the living, so it is of no help in determining what the fiend actually wants. Is a skeletal mummy stalking and murdering archaeologists acting out of vengeance against those who desecrated its tomb and plundered its grave goods, or merely a guardian seeking to protect its possessions?

Arguably, it matters little when dealing with a lesser mummy, a near-mindless creature—such creatures are tools, wielded by a master with his own motives. When dealing with greater mummies, however, it pays to understand their motivations, for it may reveal a weakness or give globetrotters an indication of their strengths.

What follows are the most likely Motivations for a villainous mummy. Greater mummies may have other Motivations or more complex variations of the ones given below. For instance, a greater mummy that can appear as a living being may crave wealth—it will live for eternity and one might as well be comfortable.

The Nature of the Damned

Conversely, there are Motivations that few mummies are ever likely to possess—one cannot imagine a mummy dedicated to acquiring fame, for instance, since it would be unable to achieve public adulation.

Duty

Many lesser mummies have Duty as their Motivation, though it differs to the Motivation as written.

Such creatures are typically deliberately created, and then only for one purpose—servitude. They might be guardians, destined to protect either their creator or his possessions, or soldiers to be pitted against their creator's enemies in order to judge his foe's strengths and preserve his power.

Lacking ambition and personal goals, they are lackeys bound to carry out their master's will. They are loyal because they have little or no choice, but lack any sense of a moral code. Indeed, most are ambulatory weapons, killing and terrifying their victims without any thought as to whether their actions are right or wrong. As such, lesser mummies rarely earn Style points from following this Motivation.

They can follow simple verbal orders, though they are very literal in carrying them out, obeying the word rather than the spirit of the commands. This may provide quick thinking globetrotters with a means of thwarting them without having to engage in combat.

Love

Love can be a wonderful thing, but as in the case of Imhotep, a strong bond can lead one down a dark path. In the case of mummies, the flames of love may have burned for millennia. Mummies with this Motivation are rarely romantically inclined—they tend to be obsessive, willing to take any action to be reunited with a former lover.

The creature is likely possessed of a powerful jealous streak. Anyone courting the mummy's lover is a rival that must be eliminated, regardless of what the lover thinks of him.

In general, plots involving mummies with this Motivation take one of two forms. First,



one might be searching for the reincarnated soul of an ancient lover. Such souls rarely have much memory of their previous lives, save perhaps in troubled dreams or feelings of *déjà vu*, though this will not deter the fiend from pursuing its amorous intentions.

Secondly, a living person may, through a quirk of fate, have the same physical appearance as the mummy's lover. The mummy may seek to kidnap the woman in order to reunite her ancient soul with her new body.

Power

Being a mummy means one has already achieved a state of near immortality—the creature will never succumb to the ravage of old age or disease. For some mummies, though, this is not enough. An ancient pharaoh might seek to reclaim his position of ruler of Egypt,

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or strive to become a living god, adored by a cult of fanatical followers.

Not every mummy who craves power does so out of purely selfish reasons. A greater mummy, especially one that was a ruler in life, may believe that the current leaders of its nation are little better than usurpers. Given its heritage, not to mention its superiority complex, a mummy may strive to have them swept aside and itself elevated to power. In this instance, the mummy may believe it is doing the right thing for the people, though it likely has no interest in asking their opinion.

Those Motivated by power do not tolerate interference in their plans, especially by mere mortals, creatures as far below them as ants are to mankind. Anyone opposed to them is an enemy, and enemies must be crushed. Not that working for such a mummy is a bed of roses—any failure on the part of their minions

is likely to mean a swift death, while insubordination requires a gruesome message be sent to prevent further dissension in the ranks.

Though the fire may burn bright, mummies have little need to act rashly or hastily to achieve their goals—time is not their enemy. They might spend decades formulating plans and centuries putting them into place. Of course, it is very likely the globetrotters become involved only when the plans are nearing fruition, when there is a tangible evil threat that must be thwarted.

Revenge

Revenge is a powerful emotion, and one responsible for driving the vast majority of mummies. In its most rudimentary form, one possessed even by lesser mummies, the creature is driven to kill those who despoiled its tomb, disturbed its rest, or stole its possessions. Fortunately, such mummies are often short-lived—once their need for revenge has been sated, they return to a dormant state. This is little comfort to its victims, of course.

In some cases, the target of a mummy's revenge is beyond its grasp, no matter what powers it possesses. A mummy cursed for some crime centuries or millennia ago, for instance, will find those responsible for his condition have long since departed this world.

Such creatures might be able to sense living descendants through some arcane link and begin targeting them for the sins of their forefathers. Others may go after people who hold similar positions to those who sentenced them to unlife, such as judges or priests, in the country of their origin.

Wisdom

As common as the motivations are, not all mummies crave power or vengeance. There are countless mysteries in life, and mortals have such little time to devote to unraveling them. A mummy, though, has all the time in the world.

This is not to say that such creatures are guaranteed to be benevolent sages or teachers prepared to share their ages of understanding

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with others. Many mummies possess an all-consuming drive to attain wisdom, a drive that can, given sufficient time, turn to madness. The creature may harbor murderous intentions toward those who thwart its progress to enlightenment. One that seeks wisdom at the feet of a mortal teacher, only to find the sage lacking, may simply kill him out of rage.

Triggers

Globetrotters unaccustomed to fighting mummies may be surprised to learn that not all the preserved dead spend eternity stalking round their tombs waiting for intruders to murder. Some mummies, while technically undead from the moment of their creation, cannot animate their withered forms until some specific time or event occurs.

Although most frequent in lesser mummies, even greater mummies may have their activities restricted.

Ghost Club members with a philosophical bent have devoted considerable time to pondering what happens to a mummy's spirit during periods of physical inactivity. The common consensus is that the creature is utterly inert, undergoing something akin to a second death. Some, though, have argued that as sentient beings, mummies are capable of dreaming. What visions a creature that has existed for millennia might conjure are beyond mortal reckoning.

It is likely that some minute fragment of consciousness must remain, for how else could a slumbering mummy react so swiftly to intruders trespassing in its tomb?

Time

Time triggers take two forms. The first dictates the limited periods when the mummy is active; the second defines the conditions that cause it to become permanently active.

Having a limited period of activity is frustrating for both the mummy and those charged with laying them to rest. From the mummy's point of view, it has little opportunity to formulate plans or put them into action before it must return to its dreamless sleep. For globe-

trotters, it can be difficult to track down a fiend that only rises for a short while before disappearing again. On the plus side, the intervening period allows for research to be concluded without fear of interruption.

A limited awakening time trigger is almost always based on the motion of the celestial sphere. One with a monthly cycle might, for instance, rise on every night of the new or full moon. Mythology may hold a clue to help a globetrotter pinpoint when a mummy will next rise. The ancient Egyptians, for instance, believed the year was originally 360 days long. Thoth, god of knowledge, gambled with the moon and won an additional five days at the end of the year.

Others may be active only in the days before or after certain planetary alignments, or when the stars are right. An Egyptian mummy, for example, may rise when the constellation of Orion, whom its ancestors associated with Osiris, the god of death and rebirth, breaks the horizon, falling into torpor when the stars descend from view once more.

Event

The mummy awakens in reaction to a specific event performed by a third party. Guardian mummies, such as those assigned to watch over a tomb, may remain dormant for millennia, rising to perform their duties only when the tomb is opened or its contents are removed. Such creatures are often the cause of the "curse of the pharaohs" headlines of which the newspaper so love to write.

Others may require specific words of power to be recited in their presence, a sacrifice to be made in their honor, or a prophecy to be fulfilled.

Free or Trapped?

Regardless of whether a mummy is permanently active or triggered by something, not all are free to wander the earth at their whim. Unable to pass the threshold, some are bound to their tombs by powerful spells laid down in ages long past.

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In most cases such spells affect only the mummy, leaving its mortal minions free to come and go as they please. While this allows the mummy to enact grand plans, it is hampered by its bondage. One might compare it to a general who cannot see the full battlefield—the creature must react to information from third parties, not all of which may be reliable or delivered in a timely fashion.

The magical power, and time, invested in the creation of such wards is immense, and should be taken as a clear sign that the sorcerers or priests greatly feared the mummy's return to life. Globetrotters are thus warned that such mummies are not to be taken lightly.

Categories

As noted earlier, mummies can be categorized as lesser or greater. Within each category are six ranks, ranging from zero (the lowest) to five (the highest). These correspond to its Ally, Follower, or Patron Level.

A mummy's status is fixed at the time of its creation. That is, no matter how long it lives, a lesser mummy can never become a greater mummy and a greater mummy cannot devolve into a lesser variety.

Lesser

Lesser mummies, while they can be physically strong and extremely durable, have little independent will, no emotions, a dull intellect incapable of even animal cunning, and no capacity for higher functions, such as speech or tool use. They possess a soul, but it is a dim fragment of consciousness, one devoid of personality.

While high rank lesser mummies have physical abilities at the highest end of the mortal range and can be extremely hard to destroy through conventional means, globetrotters should take some small comfort from their rarity. To date, the Leagues of Adventure determined to end these creatures' existence have recorded none of Rank 3 or higher. This is not to say they do not exist, of course, only that such a fiend would either have had to

have been formidable in life (which is entirely possible) or the result of prolonged magical enchantments.

In game terms, any mummy Follower or Ally is a lesser type. No matter how it is created, it *must* have Charisma 0 (no personality), Intelligence 1 (limited intellect), and the Bestial Flaw. With two Primary Attributes fixed, the creature will be physically powerful.

Greater

Great mummies possess a true soul. No matter their appearance or method of creation, they are capable of independent thought and can converse with the living, although only in languages they understood in life.

Often physically weaker than their lesser kin, they make up for this deficit by having access to a formidable and varied array of supernatural abilities (see **Chapter Four**).

Whereas lesser mummies are creatures of brute force with all the finesse of a sledgehammer, greater mummies are capable of great subtlety and forward planning. The oldest constantly active ones have had generations to derive contingencies, and likely they have defeated more than one mortal who set himself against them.

Greater mummies may attempt to pass themselves off as human, though often they must hide their unnatural origin—even the most powerful undead will find its withered features and the all-pervading stench of death invoke revulsion rather than awe in the general populace. Those that can adopt human guise are among the most insidious opponents a globetrotter will face, for they can freely walk among other man.

In game terms, greater mummies are always Patrons. While often hideous to behold, they have a distinct personality, and thus can have Charisma greater than zero.

Growth & Decay

Certain magical rituals may permit a sorcerer to invest a lesser mummy with more power, but, no matter how long they endure, they are incapable of bettering themselves.

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Greater mummies, on the other hand, have the capacity to learn new skills and abilities, and thus grow steadily more powerful. Globetrotters should not be concerned that their opponent might suddenly develop new powers—given their strong motivations and often complex schemes, they devote little time to self-improvement.

Given enough time, though, a greater mummy can undergo substantial personal growth. Globetrotters hunting a mummy that has risen multiple times or been animated for many centuries may find historical records detailing its abilities an inaccurate source of information.

Unlike apparitions, which can diminish and eventually fade away under certain conditions, there is no hard evidence that mummies suffer from any form of gradual decay. It is possible that eternal life is too heavy a burden for any

soul to carry and that insanity may manifest, but greater mummies are often creatures of formidable will and keep themselves occupied with grandiose plans.

Identification

Throughout this series of books we repeatedly urge globetrotters to look before they leap when it comes to supernatural occurrences. While a shambling figure wrapped in bandages might scream “living mummy” to those who know of their existence, one must always ensure one is not witnessing something far more mundane, especially if one is about to resort to lethal force. Believe us when we say that telling the courts you thought you were shooting a walking corpse is not a wise legal defense.

It is true that a well-preserved mummy can



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be a bulky figure, but the “mummy” might equally prove to be nothing more than a living person in disguise. Similarly, a mechanical weird science construct wrapped in bandages could pass for a withered ambulatory corpse.

These non-mummies may be created for nothing more malicious than tomfoolery. Others, though, are spawned for far more sinister reasons. A villain might, for example, pay for the construction of a mechanical mummy to murder academic rivals, steal a valuable artifact, or frighten someone to death.

Research

Once a globetrotter is convinced he is dealing with a living mummy, he should proceed to engage in research. By studying one’s foe, one might come to understand the method of its

creation, its motivation, and, most importantly, its supernatural powers.

Mummies were once mortal, and it is very possible they have left a mark on history. Do not be hasty in dismissing myths as nonsense—while they can appear fanciful to modern scholars, these stories always contain a grain of truth. Indeed, experience has taught the Ghost Club that the more outlandish the story, the more likely it is to be based on fact.

Similarly, do not fall into the trap of instinctively thinking that lesser mummies were non-entities in life, too irrelevant for history to record. Whether one is a lesser or greater mummy depends solely on the method of their creation, not on who they once were.

An understanding of archaic languages is essential when investigating mummies. While modern history books might reveal much about a mummy’s mortal existence, time has a way of corrupting information, and one must always factor in human error and deliberate obfuscation or exaggeration of facts. Whenever possible, consult source material written around the time of the mummy’s creation. Equally as importantly, consult as many different sources as possible to build up as detailed a picture as one can—any fact, no matter how irrelevant it might initially appear, could be crucial.

Archaic tongues are also helpful in conversing with mummies, or eavesdropping on their plans—those recently awakened are most unlikely to have any comprehension of modern languages.

As well as written sources, one should converse with historians, especially specialists in the mummy’s culture—most are only too willing to talk if approached correctly. Do not, however, proceed to tell them you are investigating a living mummy—a few may believe in such things, but most are men of reason and fact. At best they will think you an eccentric, at worst a lunatic who needs to be locked away with all haste.

If at all possible, one should seek out the mummy’s tomb. This may be easier said than done, of course, for it is possible the tomb has been lost for centuries. Research, rather than aimless digging, is key to success, and it is well worth the time and money—even if the crea-



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ture is no longer resident. There are likely to valuable clues about its nature there, unavailable through other sources.

While historical records are of the most benefit in determining the identity of the unholy fiend you find yourself pitted against, visual evidence can reveal something about one's foes.

Different cultures employed different mummification techniques. A few short minutes browsing a book on mummification or perusing museum catalogs will enable a globetrotter to tell an Egyptian mummy from one created by the Incas. If the creature's face is well-preserved, a photograph or sketch from memory can be compared to existing images—even if one cannot identify the mummy, one can at least determine who it isn't. Many mummies were interred with protective amulets or jewelry. Others, especially those preserved naturally, may sport tattoos. Again, these can provide clues as to its country of origin.

Categorizing

Before facing your foe, it is advisable to try and categorize it in accordance with accepted standards. In order to form a true picture, one must deduce its status and, more importantly, its rank. Remember, physical appearance tells you about the mummy's origins, but nothing about its strengths.

Deciding whether a mummy is a lesser or greater variety is actually surprisingly easy. Any mummy that talks or displays clear signs of intelligence is unequivocally a greater mummy. Fortunately, greater mummies tend to be rather arrogant, and goading one into talking, if only to utter a threat, takes little effort.

Determining a mummy's rank is much more difficult, for it is guided by their physical and mental attributes, as well as the number of unique abilities they manifest. Unfortunately for globetrotters, lesser mummies' strengths are biased toward the physical. Thus, one must often bear witness to them in action before being able to judge their relative rank.

Greater mummies present difficulties for different reasons. These mighty fiends may be

physically weak but possess powerful intellects, domineering wills, or forceful personalities. Adjudicating these requires a benchmark.

Whereas an eyewitness to a mummy smashing through an oak door like it was made of paper or flinging a person around like a rag doll can accurately judge its physical strength, mental attributes are very subjective.

Often a globetrotter must use his own attributes and experiences as a guideline. We urge globetrotters to be realistic in their appraisal. Everyone likes to think of themselves as smart, charming, or mentally strong, but when your life depends on an accurate measurement it pays to lower one's self-opinion.

Even then, witnessing one or two attributes in use hardly presents a full picture. For sure, a mummy that appears both exceptionally strong and intelligent is a dangerous foe at first glance, but arguably less so if it is clumsy, lacks force of will or personality, and/or is physically fragile. Alas, at higher ranks, mummies have few weak traits.

Similarly, while the number of supernatural abilities a mummy possesses is a good indicator of rank, detecting them is not always possible. How can one tell the mummy is able to see in darkness as well as light if one never encounters it outside of favorable lighting conditions? How does one deduce abilities that enhance its martial prowess unless the creature is engaged in deadly combat?

Fortunately, greater mummies can often be goaded into revealing something of their strengths. Creatures of great power and arrogance, many look upon mortals as worthless insects, and gladly tell what they could do to mortals who cross their path. Of course, one can never be sure the creature is not boasting, but overestimating your opponent is rarely as fatal as underestimating it.



Globetrotters hoping to find a single item that will provide protection against any and all mummies they might encounter are, we are sorry to report, going to be disappointed.

While they share some common traits,

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mummies are very varied creatures. Some are creatures of brute force, others of keen intellect. Some have talents that make them ferocious martial combatants, others wield supernatural powers that enable them to mentally dominate mortals from afar.

The first step in determining what defensive measures to take is to understand what your opponent is capable of. Once you have all the facts, or at least as many as you can gather, you should act with all haste.

The best protective measures are inevitably a mixture of common sense and weird science. For instance, if your foe has nocturnal vision, then ensure there is always adequate lighting. This does not weaken the mummy, but it does provide a level playing field. Against one that *cannot* see in the dark, investment in a set of Nocturnal Vision Enhancement Goggles gives you the upper hand.



If a mummy is physically weak, then engaging it in combat as soon as possible may actually be the best form of protection. It may even be possible to restrain the creature with ropes or chains, allowing one to procure it for scientific study or dispose of it at a later time.

If it is physically strong, its advantage can be negated simply by staying out of its reach. Against a creature with a horrific appearance, try to procure an Unflapilator.

Destruction

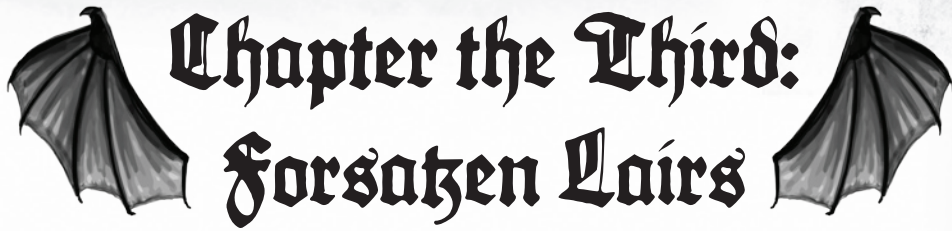
Depending on its status and rank, destroying a mummy ranges from ludicrously easy to almost impossible.

A Rank 0 lesser mummy, for instance, is little better than a zombie—sustained firepower, battering melee attacks, or even something as mundane as fire are enough to end its existence. Unfortunately, mummies are far more durable and stronger at higher ranks. Even a Rank 1 lesser mummy can prove a challenge, especially if the creature is not flammable. Mummies preserved by resins or natural means often have hard flesh, reducing the effectiveness of weapons, but they are far from indestructible.

Despite being dead, some mummies are capable of regenerating. This process is not unlike human healing, but it occurs at a much faster rate. One report submitted to the Ghost Club details a mummy that could remove all trace of damage in a single night, no matter how crippling its injuries appeared. Against such creatures, the only hope of destroying it is to launch a sustained attack.

By far the most deadly adversaries are those whose existence is fettered to some sort of talisman, such as canopic jars. These monstrous fiends are impervious to all forms of damage so long as the vessels remain intact. Globetrotters engaged against such a mummy should avoid combat, save as a delaying tactic, and expend all resources at their disposal in locating and destroying the talismans.

Whether destroying the physical remains truly rids the world of the mummy's soul remains debatable—certainly it does not apply in all cases.



Chapter the Third: Forsaken Lairs

*And so sepulchred in such pomp dost lie,
That kings for such a tomb would wish to
die.* —John Milton, *The Complete Poetry*

Prince or pauper, the mummy's natural environment is the tomb. Whether the mummy still resides there or not, it was its resting place at some point—a second home if you like.

A tomb can fall into one of two categories—damaged or pristine. Damaged tombs might have been desecrated and stripped of their valuables by tomb-robbers in antiquity, or ruined by natural events, such as earthquakes or floods. The contents, if they remain, are in a poor state of repair, and likely scattered haphazardly. Wall and ceiling plaster, whether decorated or plain, has fallen away, revealing the bare rock behind.

Pristine tombs, on the other hand, are in a condition little different from when the occupant was laid to rest and the doorway sealed. Pristine does not always equate to lavish decoration. Whereas the great pyramids of Egypt had drab stone interiors or a ceiling decorated with painted stars, the later tombs in the Valley of the Kings had brightly painted walls and ceilings displaying images from the occupant's life, as well as scenes from religion.

Even within the same culture and geographic region, each tomb has a unique appearance, architecture, sights, and smells. The feel of a small cave tomb, for instance, is very different to the interior of a grand necropolis designed to house a mighty king.

The Gamemaster does not need to describe

the contents of every chamber in minute detail, but he should prepare a list of suitable furnishings and decorations, as well as note any unique odors. For instance, a tomb that has been partially damaged by water may reek of mold. A chamber in which the dead were mummified may still carry the aroma of exotic perfumes, spices, and resins.



Refuge Resource

In some adventures, the mummy's tomb will be largely irrelevant—the creature has already been awakened and the globetrotters must stop it. In others, the tomb will play an important role. This might be because the globetrotters are destined to disturb the mummy, visit in their search for clues, or confront the villain in its lair during the climax.

Regardless of the lair's purpose in the adventure, the villainous mummy does not need to spend Resources on procuring a Refuge—it should have whatever it needs to fit the scenario. Whether or not the creature gains any bonus Resources from this free assignment of Resources is left for the individual Gamemaster to determine.

Equipment

While tombs are not designed for the living, many cultures provided well for their honored dead. To that end, it is possible for a Refuge to include an Equipment bonus.

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In most cases, though, the Skills to which the bonus could logically be applied are of more use to globetrotters than the tomb's intended occupant. Indeed, the inclusion of such wares can be a reward for globetrotters who recognize their value and take pains to remove them.

A mummy might have been buried with a selection of texts. Note that texts does not necessarily mean paper or parchment—the text may be inscribed on clay or wax tablets, or take the form of elaborate, and hard to remove, murals. The inclusion of texts may actually be of limited use to the mummy.

A scholar, for example, might well have been laid to rest with actual scrolls or tablets, as he would require these in the next life. Thus, a bonus to Academics is not unreasonable. Other texts might take the form of religious passages or myths appropriate to the culture.

This might provide a bonus to Anthropology: Mythology, for instance, but only with regard to the relevant culture.

Similarly, the mummy may have games, medical instruments, or musical instruments among his grave goods. Again, few villains will get much use from them, though a mummy with Captivate would benefit from the bonus.

A villain with the Magical Aptitude Talent can, of course, benefit from a well-stocked laboratory or library of occult texts.

Security

A Refuge's Security rating covers two distinct aspects—investigation and infiltration.

The first refers to the difficulty in uncovering information concerning the tomb's location. In most cases, the tomb has been lost, and all that remains are veiled references. The higher the penalty, the fewer references exist or the more cryptic the directions. In others, the location of the tomb was deliberately wiped from memory, either in antiquity as a form of punishment or by a modern cult devoted to serving the living mummy or ensuring it remains at rest.

The penalty may equally apply to information concerning the occupant. Scholars have compiled a complete list of Egypt's many pharaohs from several ancient sources, but in many cases specific details regarding individual pharaohs are hard to come by. This is especially true of early rulers, many of whom are known only by a handful of inscriptions or later references, but it can also apply to later ones, especially those who ruled during times of major upheaval or invasion.

Do not forget that these were the most powerful Egyptians, men and women who built colossal monuments and erected huge statues across the land—details concerning priests and scholars, let alone soldiers and craftsmen, are far harder to come by.

No matter how the tomb came to be forgotten, the penalty applies to all rolls to uncover its location. Most often this will be Academics: History or Investigation.

The second aspect concerns physical security. Tombs are designed to house the dead.



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Naturally, those slumbering in eternal rest have no wish for thieves to disturb them, and thus security measures were installed. Doors protecting tombs do not have keyholes—once interred, the dead were to be left undisturbed—and there are no windows.

Instead, the penalty indicates traps and puzzles designed to maim, incapacitate, and stymie thieves. The penalty applies to Perception rolls to detect traps, Acrobatics or Athletics rolls to avoid them, and Larceny rolls to disable them. For puzzles, the modifier hinders Investigation: Enigmas rolls.

Size

The Refuge Size entry in *Leagues of Adventure* is designed with globetrotters in mind. Below is a modified table for mummies.

Ultimately, the Refuge's size should be determined by the needs of the adventure and how much time the globetrotters will spend there. A single chamber, for instance, can be an enormous space, but it is still just a single area—there are no hidden doors and nowhere for the mummy to hide.

By comparison, a large tomb or pyramid has ample room for deadly traps, numerous guardians, and multiple chambers serving different purposes. It will also take the globetrotters longer to explore and map, copy or decipher any inscriptions, and remove any grave goods.

Level	Size
0	Single Chamber
1	Small Tomb
2	Bonus Resource
3	Small Pyramid or Large Tomb
4	Bonus Resource
5	Large Pyramid or Elaborate Tomb

Exploration

Discovering a tomb's location, uncovering the entrance, and exploring the gloomy interior can form part of any adventure, not just those concerned with mummies.

Thorough academic exploration and docu-

mentation of a tomb, as opposed to merely removing the contents, can vary from a few hours to many years. King Tutankhamun's tomb, for instance, had just three small chambers, and yet it took eight years to fully catalog (and many more years to fully study the contents). *Leagues of Gothic Horror* is a role-playing game, and things must happen at a faster pace if the players are to maintain any interest in the game.

We recommend the Gamemaster use the rules in *Globetrotters' Guide to Dramatic Developments* to handle such matters in a speedy way that still has the characters at the core of the action. The Investigation section is perfect for discovering a tomb's location. Rolls should be penalized accordingly if the location has a Refuge: Security modifier.

Excavating a Tomb

The characters, having unearthed the location of the tomb, must now clear away any covering or find a means of ingress into the structure.

Difficulty: Variable. Difficulty should be based on the amount of material covering the tomb or the type of structure the globetrotters are trying to enter. Digging away sand, for instance, is relatively easy, and might be Difficulty 1. Finding the entrance into a crumbling pyramid without collapsing the entire structure might be Difficulty 4 or 5.

Suggested Skills:

- * Athletics (hard labor and brute force)
- * Demolitions (explosives can shift a lot of material, if placed properly)
- * Diplomacy (handling worker disputes, convincing the diggers to work harder)
- * Expeditions (organization of work teams and having the correct equipment to hand)
- * Intimidation (shouting orders, threatening the workers)
- * Science: Geology (understanding the surrounding terrain or structure)

Skill Limit: A specific Skill may be used only once per combat turn. Rolls should be penalized accordingly if the location has a Refuge: Security modifier.

Time: Varies. Depending on the tomb's

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location and type, each roll represents one day or one week.

Success: Varies. If the tomb is concealed under a few feet of sand or soil, excavation may require 10 successes. Gaining entrance to a tomb whose entrance is blocked by dozens of feet of rubble or very well concealed might require 30+ successes.

Failure: Each failed roll inflicts injury to the globetrotter. This may come from heat exhaustion, collapsed workings, premature explosions, or similar. Recovery means the affected character cannot participate in the next round of actions.

Each level of failure also subtracts from the globetrotters' accrued successes. This represents injury to diggers, clearing collapses, and other setbacks. For instance, a hero rolls one successes on a Difficulty 3 action. The globetrotters loses two successes from their accumulated total.



Although it was the discovery of Tutankhamun's tomb in 1922 and untimely death of Lord Carnarvon in 1923 that brought the "mummy's curse" to the public imagination, they are a staple of horror movies, and thus are well-suited for inclusion in *Leagues of Gothic Horror*.

Curses are usually found inscribed on the outer facing or lintel of doorways, and invariably they promise a gruesome fate for anyone who invokes their effect. A standard tomb curse threatens retribution against anyone who disturbs the occupant or the contents. Unfortunately for the globetrotters, curses cannot differentiate between greedy thieves and curious archaeologists.

Curses are rarely explicit. While they promise misfortune, misery, or death, they do not go into specifics about how the curse will take effect. This means the Gamemaster is free to determine the effects to suit the needs of his campaign.

Types of Curse

Curses are divided into two types—those that can be resisted and those that cannot.

In general, the former have specific game mechanics attached to them, such as ill-health or bad luck. Resisting their malevolent influence requires a Willpower x 2 roll against a Difficulty set by the Gamemaster (we suggest Difficulty 3 as standard). With success, the person suffers no ill-effects.

The latter often have an effect that is a vital component of an adventure. For instance, a curse may awaken a slumbering mummy. No matter what the globetrotters do, the mummy will rise from its sarcophagus at some point.

This is not to say unavoidable curses can never have game mechanics. In order that the globetrotters are not stricken with an endless succession of penalties, albeit ones that might earn them Style points, such curses should have a finite duration.

Creating a Curse

Curses need not have complex mechanics to be effective. In many cases, simply assigning the victim a Flaw is enough. For instance, a curse might read, "He who disturbs this tomb shall be shunned by his brothers, condemned to wander alone." You could write up a convoluted set of rules, but being shunned by society (to which "brothers" alludes) is pretty much the Exiled Flaw as written.

The simplest way to create a game curse is to use the game mechanics for constructing weird science devices. Instead of being Limitations, Flaw and Reduced Attribute gain the "Induce" prefix and become Enhancements.

Despite being forced to take a Flaw, the globetrotter can still gain Style points by invoking the Flaw while the curse is in effect. As soon as the curse is removed, so is the Flaw.

Removing a Curse

The decision as to whether a curse can be removed is left to the individual Gamemaster. Those invoked by removing objects from a tomb can often be dispelled simply by returning the goods and resealing the tomb. The threat of being murdered by a living mummy can be negated by killing the creature. Others may run for a fixed duration or require the vic-

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tim to track down a wizened sage who knows the ancient secret to removing the hex.

We strongly recommended that curses cannot be removed by the globetrotters with a simple die roll—doing so reduces their importance and, in the case of coming to the aid of a cursed non-player character, may allow the globetrotters to complete a scenario before it even begins.

Sample Curses

Below are some sample curses. As always, the Gamemaster should feel free to create his own unique effects.

Curse of Bites & Snarls

The curse turns animals against the globetrotter. Domesticated dogs bark at his presence, cats arch their back and hiss, and horses try to throw him off. Get too close, and the animal will attack without further provocation. Wild animals react with more open aggression or flee as soon as they catch scent of the victim.

A globetrotter with the Animal Affinity Talent cannot benefit from the Talent while the curse is in effect.

Enhancements: Induce Flaw: Animal Antipathy (+2 Enhancements)

Curse of the Empty Stomach

No matter how much he consumes, the victim of this curse is always hungry. Worse, if he does not consume twice the daily quantity of food required for an average adult, he will suffer from starvation.

Enhancements: Induce Flaw: Ravenous (+2 Enhancements)*

** The globetrotter earns a Style point whenever his ravenous appetite forces him or his friends to starve.*

Curse of Endless Movement

The curse begins innocuously enough with the victim developing a nervous tic. Within a day or two, his arms and legs suffer involuntary spasms, making fine tasks difficult. As



the curse progresses, so the tics and twitches become more pronounced.

Enhancements: Induce Flaw: Clumsy (+2 Enhancements), Induce Reduced Attribute: -1 Dexterity (+2 Enhancements)

Curse of Festering Death

This terrible curse causes even the smallest wound to fester, making it difficult for the victim to heal. Left unchecked, the victim will eventually die from blood poisoning or gangrene. He heals one point of nonlethal damage every two days, and one point of lethal damage each two weeks.

Enhancements: Induce Flaw: Slow Healer (+2 Enhancements)*

** The globetrotter earns a Style point whenever his inability to heal quickly causes him or his friends problems.*

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Curse of Ill-Fortune

One of the more common curses, it causes the victim to be beset by bad luck and unfortunate accidents. Although mostly annoying, being struck by bad luck at the wrong time may prove fatal.

The Gamemaster can make this curse more serious by adding the Danger Magnet Flaw. Instead of being merely unlucky, the character's streak of ill-fortune now affects others around him. Ships on which he is a passenger have a habit of sinking, vehicles break down at inopportune moments, and hungry beasts seem drawn to his presence.

Enhancements: Induce Flaw: Unlucky (+2 Enhancements)

Curse of Wasting

The victim is stricken with a chronic disease. He may suffer from fever similar to malaria or from a wasting sickness that saps his strength. Modern medicines may relieve the symptoms for a short while, but the illness always returns, and often at an inopportune moment. At the Gamemaster's discretion, the Flaw may be replaced with Dying instead.

Enhancements: Induce Flaw: Illness (+2 Enhancements)



Traps are more suited to conventional *Leagues of Adventure* campaigns, but since they are a staple of tombs and pyramids we have included them here.

As you read on you'll notice that we make no specific reference to disarming traps. Once a trigger has been located, the trap can usually be avoided simply by avoiding the trigger. One might, for instance, simply step over a tripwire or mark a pressure plate with a small object.

Should the Gamemaster decide the trap cannot be avoided, a Larceny: Alarms roll is required to neutralize the threat. For ease, the Difficulty is equal to the trap's rating.

Designing Traps

Creating a trap requires two things—the mechanics for creating weird science devices and imagination. New Enhancements and Limitations specific to traps are included below.

When designing a trap, there are a number of things to consider.

Trigger: Most traps are activated by some form of pressure, either on a plate in the floor or tripping a wire. Others may trigger by the target opening or closing a door, lifting an item off a pressure plate, passing through a beam of light, or pressing the wrong button.

While many traps trigger immediately, others have a delay. For instance, a stone door that slides down to seal a chamber or passage might drop several combat turns after its release is



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triggered, thus ensuring multiple intruders are trapped.

Since most traps have instantaneous effects, their default duration is 6 seconds (one combat turn).

Range: The distance from the trigger to the point of effect. Whether this is measured along passageways or as the crow flies (meaning it ignores intervening walls) is for the individual Gamemaster to determine. Most often the range is zero—the effect occurs at the trigger.

Area Effect: A trap may affect more than one target or blanket a large area. Rather than being a diameter, the trap may affect a line equal in length to the listed diameter.

For example, two traps may have an area of effect of 25 feet. One involves acid pouring from holes in the ceiling. The acid covers an area of 25 feet diameter. The second is a line of pneumatically launched darts in a corridor. The darts fire out over a length of 25 feet, their range limited by the width of the corridor.

Effect: Traps fall into three general categories—those designed to kill or maim (such as spears), barriers designed to prevent progress in a given direction (pits or sliding walls), and barriers that prevent any further progress in any direction (doors that seal a room).

New Enhancements

Concealment

Cost: +1 Enhancements per increase

This is the Difficulty rating of detecting the trap and its trigger. The default concealment is Difficulty 2—traps are next to useless if easy to spot, and it is assumed the designers took some measures to conceal them.

The Difficulty assumes the globetrotters are actively searching for hidden dangers. If they are not, the Gamemaster may permit a Perception roll at -2 to detect something unusual just before the trap is triggered. Running, or suffering other distractions, incurs a -4 penalty instead.

Concealment	Cost
Difficulty 3	+1 Enhancements

Difficulty 4	+2 Enhancements
Difficulty 5	+3 Enhancements
Difficulty 6	+4 Enhancements
Difficulty 7	+5 Enhancements

New Limitations

Slow Activation

Cost: -2 Enhancements per level

The trap either has a delayed mechanism or takes time to produce its full effect. For instance, a heavy stone that drops to block a passage might take time to descend from the ceiling rather than dropping in a split second.

Complexity	Cost
30 seconds (5 combat turns)	-2 Enhancements
1 minute (10 combat turns)	-4 Enhancements

Single Use

Cost: -2 Enhancements

Traps are typically designed to function just once. After being activated, they are spent until manually reset.

Some traps are technically single use and yet can remain dangerous obstacles. A covered pit trap, for example, remains a gaping hole even after someone has fallen through the cover, but it can be easily avoided. In such cases, the trap is still treated as being single use as its concealment has been lost.

Sample Traps

Below are a number of sample traps ready to be inserted into an adventure. The list is far from exhaustive, but should serve as a starting point for the Gamemaster's devious designs.

Cautic Spray

Trap 5

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Concealed inside a casket or box is a dose of caustic salts. The salts are under pressure, and spray out when the container is opened. The trap cannot be disabled without making the casket impossible to open, but the effect can be avoided simply by turning the box away and opening it using a stick.

The salts inflict 2L caustic damage each combat turn until washed off.

Enhancements: Concealment: Difficulty 5 (+3 Enhancements), Improved Damage Type: Caustic (+4 Enhancements), Increased Damage: +1L (+2 Enhancements), Touch Attack (+2 Enhancements)

Limitations: Single Use (-2 Enhancements)

Descending Stone

Trap 2

The trap activates a heavy stone that descends slowly from the ceiling to block a passage, up to 50 feet away from the trigger in any direction. The descent makes a great deal of noise, but the stone may not be immediately visible.

The stone may be around a corner. In a labyrinth, it may take time to locate where the stone is falling. If the Gamemaster decides the range is a straight line distance from the trigger point, actually reaching the passage the stone is threatening to block may require navigating hundreds of feet of passages.

Additionally, the stone may simply be a lure, encouraging intruders to leap before they look. It might, for example, be clearly visible down a passageway. As the intruders race toward it before it slams shut, however, they stumble into other traps.

The stone is too heavy to lift, even with levers and multiple persons (otherwise it would not be an effective trap). Unless he wishes to condemn the globetrotters to a slow death from dehydration, the Gamemaster should ensure there is some means of resetting the trap or navigating a path around the obstacle.

Enhancements: Concealment: Difficulty 3 (+1 Enhancements), Range: 50 ft. (+6 Enhancements)

Limitations: Single Use (-2 Enhancements), Slow Activation: 30 seconds (-2 Enhancements)

Pit, Spiked

Trap 3

The pit is covered with a thin layer of plaster, camouflaged to blend in with the surrounding floor, that gives way if more than 50 pounds of pressure is applied. Protruding from the floor of the pit are a number of sharp wooden spikes.

A victim who makes an Acrobatics roll (Difficulty 3) has managed to grasp the edge, arresting his fall. Should he fail, he falls ten feet, suffering 3L damage (1L from the fall onto a sharp surface, +2L from the additional spikes) as the spikes pierce his body and limbs.

Enhancements: Area: 5 ft. (+2 Enhancements), Concealment: Difficulty 4 (+2 Enhancements), Improved Damage Type: Lethal (+2 Enhancements), Increased Damage: +2 damage (+2 Enhancements)

Limitations: Single Use (-2 Enhancements)

Scything Blade

Trap 2

Activating the trigger causes a spring-loaded blade or sharpened metal disk concealed in a thin slot in the wall to slice across the passageway, cleaving through flesh and bone as it does. After completing its sweep in one direction, the blade ends up in a similar recess in the wall, automatically resetting the trap. The blade's base damage is 3L.

Enhancements: Concealment: Difficulty 3 (+1 Enhancements), Skill: Melee 4 (+2 Enhancements)

Volley of Darts

Trap 0

When a pressure plate in the floor is triggered, a volley of small darts fires at whoever activated the mechanism. Because there is a number of darts in a concentrated area, they are treated as a 20-gauge shotgun, inflicting 3L base damage.

Enhancements: Concealment: Difficulty 3 (+1 Enhancements), Skill: Athletics: Throwing 4 (+2 Enhancements)

Limitations: Single Use (-2 Enhancements)



Chapter the Fourth: Diabolical Powers



"Death... eternal punishment... for... anyone... who... opens... this... casket. In the name... of Amon-Ra... the king of the gods." Good heavens, what a terrible curse! —The Mummy (1932)

This chapter details a range of additional powers Gamemasters can assign mummy villains to make them both unique and a greater challenge.



Common Ability



Mummies may be corporeal and ambulatory, they may even possess a soul, but they are not truly alive. They are what is referred to as undead, a state between life and death.

Being undead has plenty of advantages. A mummy has no need to eat, drink, or sleep; it cannot die from asphyxiation; it is immune to poisons and diseases; and it will not grow weaker with old age.

Mummies do not feel pain, though sufficient physical injury still impairs them as muscles tear and bones shatter—mummies may be relentless opponents, but even they have problems walking with a shattered leg. Of course, the fiend will merely drag itself along by its hands if necessary.

They can be staggered by powerful blows, even knocked back or down, but they cannot be stunned. Trying to bludgeon one into unconsciousness is impossible—they simply do not register such blows.

Automatic Ability

All mummies, regardless of their state of preservation, or Ally, Follower, or Patron level, are immune to nonlethal damage and cannot be stunned.

Drawbacks

Being undead, even with all its boons, is not entirely a bed of roses, though.

Lesser mummies may be creatures of dull intellect, but they are likely aware, at least on some primitive level, that they are walking corpses enslaved to another's will.

To be a slave and living is bad enough, but at least one can strive for, and even attain, freedom. Even if one must endure a lifetime of bondage, there is slight comfort in the knowledge that life is transitory and a better world awaits beyond. Few lesser mummies have the will to break free of their bonds. What must it feel like to know that one will spend eternity in shackles, a puppet dancing to another's tune until the stars burn out?

Aside from a small few that can reform their bodies in their former image, greater mummies suffer from the knowledge that they have no place among the living. They might be adored by fanatical cultists who see them as living gods, but the greater world views them only as abominations, monsters to be hunted and destroyed. Of course, most *are* monsters.

The Ghost Club believes that persons of good soul, no matter what gifts they believe they have to offer the world, accept that life is

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finite and so embrace the eternal afterlife. For them, immortality comes through their enduring name. Those of wicked nature, covetous of material goods and power, and perhaps aware that damnation awaits as punishment for their mortal sins, strive for what they see as physical immortality.

Optional Drawback

Fire is often seen as an ideal means of defeating mummies. In reality, only those with bone dry bodies, swathed in dry bandages, or preserved in some sort of resin are flammable. Others mummies, such as those preserved in ice or that are in a state of excellent preservation have little to fear from fire. As such, whether a mummy is flammable is something the Gamemaster must determine.

Flammable: Mummies automatically catch fire if they come into contact with any flame, rather than catching if they spend more than a combat turn in contact with flame, as normal.

Other Powers

For each level in Patron a greater mummy has, including Level 0, it may take one of the special abilities below. This ability is in addition to its regular Talent or Resource improvement. Note that in some cases the special ability is itself a Talent. This allows a greater mummy to effectively gain two Talents for each additional level of Patron if it so desires.

Unless restricted by prerequisites, a lesser mummy may take one of the following abilities, but does so in place of a regular Talent or Resource.

In instances where an ability described below shares the same game mechanics as a Talent, even if it has a different name than the Talent in question, the ability stacks with that Talent when applicable. For instance, a mummy that has both Stare of the Ages and Fearsome would effectively have Fearsome 2, giving it a +2 bonus to its Intimidation rating.

Where an Ally, Follower, or Patron prerequisite is given, it refers to the level of the mummy, not the Resource.

Other Powers List

This list covers a variety of powers, but should not be considered exhaustive—Gamemasters should create new powers as they see fit. For instance, you might want a mummy that can manipulate the weather. While you could give it the Magical Aptitude Talent, invest points in the Magic Skill, and have it know the Control Weather ritual, you could just as easily create a new supernatural ability called Control Weather and let the mummy use its Willpower x 2 in place of Magic.

Additionally, you can always cheat and let the mummy use powers as required to suit the needs of the adventure. Let's say you have a scene where a greater mummy summons a sandstorm in a bid to force the pursuing globe-trotters' airship to crash. Since you want the scene to happen, there's no need to assign the mummy a supernatural ability or have it roll dice—the sandstorm happens automatically.

Out of fairness to the players, such abilities should be used just once in mummy's life. Powers the fiend will use multiple times should be taken as Talents or supernatural abilities.

In some cases, one power is a weaker version of another. For instance, Inhuman Strength grants a mummy +1 to its Strength rating for any purpose. Conversely, Immovable boosts its Strength only when resisting Knockback or Knockdown. This is a deliberate design decision and allows the Gamemaster to create mummies with unique or unusual abilities.

Such abilities can, of course, be combined—a mummy with both aforementioned abilities will be physically strong in combat and extremely difficult to knock off its feet (or off a cliff).

Animate Statue

Prerequisites: Patron 0

The mummy has the capacity to transfer a tiny amount of its spirit into one or more statues within its Charisma x 5 feet. This spiritual force animates the statue. It is obedient to the mummy's commands but mindless in its interpretation of them.

The maximum number of statues the mum-

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my have animated at any one time is equal to its Willpower rating. The maximum Size of the statue, based on length or height rather than weight, depends on the mummy's Patron level, as shown below. The statues remain animated for the duration of the combat or scene.

A selection of pre-generated animated animal and humanoid statues are presented in **Chapter Five**.

Level	Maximum Size of Statue
0	Size -1 or lower
1	Size 0
2	Size +1
3	Size +2
4	Size +4
5	Size +8

Astral Body

Prerequisites: Patron 0

Time and space mean little to spiritual entities. Although imprisoned in a preserved body for much of the time, the mummy's spirit is capable of independent existence.

The creature's invisible and intangible spirit can travel to any part of the world in the blink of an eye, but only if there is some sort of physical anchor at its intended location. This must be something personal to the mummy, such as an item stolen from its tomb or the preserved corpse of someone it knew in life.

Through exerting its will, the mummy can manifest a physical, though still invisible, form for a short while. The maximum number of combat turns the mummy can do this per 24 hour period is equal to its Charisma + Willpower.

The physical form has all the abilities of the mummy, but, as a manifestation of the creature's will, cannot be destroyed. A successful Banish Spirit ritual compels the spirit to return to its withered corpse and prevents it leaving for either the remainder of the current day or 24 hours, depending on the successes rolled in relation to the mummy's Willpower.

While physical, the mummy can manipulate objects and even strike down opponents. It cannot, however, carry any objects with it when it returns to its astral form.



Awaken Mummies

Prerequisites: Patron 0

The mummy can animate the preserved dead (and only such corpses) of any culture as lesser mummies. The corpses must be within a few hundred feet (line of sight is not required) and cannot have been previously destroyed in combat. That is, a mummy with this ability cannot keep animating the same remains over and over.

The maximum number of minions the creature can animate in a combat or scene is equal to its Charisma + Willpower. These near-mindless servants have a maximum Follower level equal to the summoner's Patron level. For example, a Patron 1 mummy could summon Follower 1 mummies.

The power that animates the lesser mummies is temporary and exacts a heavy toll on

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the creatures' preserved bodies. At the end of the combat or scene in which they were summoned, they crumble to dust, rapidly decompose, shatter, or are otherwise irrevocably destroyed.

Body of Dust

As its Attack action, the mummy can transform its body to dust, sand, or other fine particles (or possibly even water). This allows it to flow through small gaps, such as key holes, and escape from bindings. At the Gamemaster's discretion, the creature can transform just part of itself, such as an arm or leg, as a free action.

In this state, the mummy has Move 1, allowing it to slowly flow along the ground or navigate through pipes. It remains fully aware of its surroundings, though it cannot use any of its other abilities while in this form.

The ability can also be used for more devious purposes. A mummy facing destruction at the hands of globetrotters might crumble into a pile of dust, seemingly destroyed. When the threat has gone, the creature can reform its body and seek somewhere to recover from its injuries.

Breaking Blow

Many mummies have the physical strength necessary to batter down doors, but this mummy is exceptionally talented at destroying inanimate objects.

For every two points of nonlethal damage its Brawl attacks inflict, the object takes one point of Structural damage instead. Left over points do cosmetic damage only.

Additional Levels: The mummy can purchase this power three times. It gains a +2 Brawl bonus when attacking objects at second level, and a +4 bonus at third level.

Control Animal

Prerequisites: Patron 0

The mummy can exert its will over any animal, even those it has not summoned or that are not native to its homeland (see Summon

Animal below). This functions as the Control Animal ritual, except the mummy rolls Charisma + Willpower in place of Magic.

Crush

The mummy can crush the life out of those it grapples. If the mummy successfully pins an opponent, it can begin squeezing on the next round. Instead of making an Attack, the mummy automatically inflicts lethal damage equal to its Strength. Being pinned, the victim can resist only with his Passive Defense.

Additional Levels: The mummy can take this ability an additional three times. It gains an additional +2 bonus to its Brawl rating at each level.

Desiccating or Freezing Touch

As well as bruising flesh and breaking bones, the mummy's touch inflicts additional damage through rapid desiccation or freezing. Those slain by this attack are left as withered husks or frozen solid.

The mummy's Brawl attacks inflict lethal damage. Every two points of nonlethal damage inflicted does one point of lethal damage instead. Leftover points do nonlethal damage, as normal. This ability stacks with the Lethal Hands Talent.

Dreamscape

Prerequisites: Patron 0

The mummy can invade the mind of a sleeping mortal, allowing him to converse with the sleeper through his dreams or inflict terrible nightmares.

No roll is required to enter another person's dream, though the mummy has little control over the nocturnal visions unless it enforces its personality and will (see below)—it is merely part of the dreamscape, an intruder with whom the sleeper can converse or interact if he so chooses or ignore without peril. The mummy, existing as it does only as thought in the dream, can choose to appear in any form it desires, save for one that induces horror.

The creature can converse with the sleeper

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even if they do not share a common language. Unless it has an ability such as Mind Control (see p. 33), the mummy can influence the sleeper only through its words, just as if he were awake.

Sculpt Dream: To sculpt the dream landscape to one of its own design, the mummy must roll Charisma + Willpower with a Difficulty equal to the sleeper's Willpower rating - 1. Even then, the mummy cannot create horrific landscapes or place the sleeper in any peril. It may attempt to sculpt the dream only one per night.

Nightmare: Creating a nightmare is not an easy feat—the human mind automatically seeks to protect itself against such insidious attempts. Once per night, the mummy makes a Charisma + Willpower roll.

If the mummy scores more successes than the victim's Willpower rating, the victim endures a terrifying dream of the mummy's making. The victim must make a Horror roll with a Difficulty equal to the *lowest* of the mummy's Charisma or Willpower ratings.

If the mummy's successes exceed double the victim's Willpower rating, the Horror roll Difficulty is equal to the *biggest* of the creature's Charisma + Willpower. In the event the two attributes are equal, the Difficulty is equal to their rating + 1.

Hardened Body

Whether hardened by resins, desiccation, or being frozen; or possessed of mystical protection, the mummy is more resistant to damage than others of its ilk. The mummy has +2 Passive Defense. This is treated as armor and provides no protection against caustic damage, such as acid, fire, or electricity.

Additional Levels: This ability can be taken three times. The creature gains +4 Passive Defense at second level and +8 Passive Defense at third level.

Immovable

When facing some mummies, all a globe-trotter can hope to do is knock it off its feet to give himself time to flee. Alas, that is not

always possible. The mummy has +1 Strength for the purposes of resisting Knockback and Knockdown only.

Additional Levels: The mummy can take this ability an additional two times. At each level it gains a further +1 Strength to resist Knockback and Knockdown.

Infection

The mummy has a corrupting touch. Although supernatural in origin, this functions as a disease. In addition, the mummy's touch withers plants and causes food to spoil.

Symptoms: The diseased character's skin turns gray, dries, and flakes off. Later, he suffers a loss of physical strength, coordination, and endurance as his body begins to waste away. This ghastly infection is almost always fatal.

Infection: 2 (if struck by its bare hands in



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combat) or 4 (if the contact is prolonged, such as through a grapple).

Over the course of the first week the victim's skin begins to dry and then flake away. The victim, in constant pain, suffers -1 to all actions. His Charisma suffers a 1 point reduction due to the disfigurement.

Beginning in the second week, the victim's muscles start to waste at a rapid rate. He loses one point of Body, Dexterity, and Strength at the end of each week he remains infected. If any Attribute reaches zero, the victim dies, his body succumbing to the rot.

Recovery: 3 (10 successes are required to recover from the disease). Each Body roll represents one week of illness, starting from the day the disease is contracted. Long-term medical attention has no effect on this terrible blight, though it will help alleviate pain.

Additional Levels: A mummy can take

this ability twice, resulting in a more virulent infection. At second level, the infection and recovery Difficulties increase by one point.

Inhuman Strength

Although often withered and frail-looking, mummies are renowned for their inhuman strength. Many are more than capable of brushing aside barricades, not to mention globetrotters, with a casual sweep of their arm.

Additional Levels: Each time this ability is taken, the creature gains +1 Strength, ignoring all limits imposed by its Size.

Invulnerability

Prerequisites: Ally, Follower, or Patron 4

A rare few mummies are seemingly invulnerable to all damage, able to shrug off shotgun blasts and walk through fire unscathed. They are susceptible to knockback and knockdown, but never lose Health. Nothing corporeal is ever truly immortal, however, and even these mighty fiends have a weakness.

The life force of these mummies rests not in their physical bodies, but in four containers. The vessels are always appropriate to the mummy's culture. For instance, those from Egypt have canopic jars, while Mesoamerican mummies have small jade amulets or idols. The mummy can automatically sense the approximate location of its sacred vessels, no matter the distance involved.

The only way to defeat the mummy is to first destroy its sacred vessels. Fortunately for globetrotters, they are mundane objects and often fragile. For each container destroyed, the mummy loses one level in Patron, suffering a reduction in Attributes, Skills, Talents, and supernatural abilities (but not Resources). When the final container is destroyed, the already seriously weakened mummy loses its invulnerability.

Given that the vessels are essential to its continued survival, a mummy with this supernatural ability will go to great pains to recover any containers taken from its tomb. A mummy already awakened and in possession of its containers will ensure they are heavily protected (either by traps or fanatical guardians).



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Gamemaster Note: If you are planning on using a mummy with this ability, you should stat out its various reduced states in advance to avoid interrupting the flow of the game.

Lord & Master

Prerequisites: Patron 0

A powerful figure in life, the mummy can exert its will over lesser mortals, transforming them into obedient drones. Those enslaved by the mummy's will are capable of following only simple orders.

This functions similar to the Rabble-Rouser Talent, except the mummy gains 10 followers for each Style point he expends. This power only affects unimportant characters, the average man in the street. The followers gained through this power are always Follower 0.

Mesmerize

Prerequisites: Patron 0

Staring into some greater mummies' eyes can render one powerless to act. This ability functions as per the Captivate Talent, except the mummy rolls Charisma + Willpower in place of Performance.

This ability does not stack with Captivate. Although the mechanics are identical, they remain separate Talents due to the different ways they are activated.

Additional Levels: The mummy can take this ability an additional two times. It gains +2 bonus dice at second level and an additional 2 bonus dice at third level.

Mind Control

Prerequisite: Mesmerize

The mummy can exert its will and force of personality to dominate the minds of other men. This functions as the Mind Control psychic Talent, but the mummy rolls Charisma + Willpower instead of Willpower x 2.

In the event the mummy's victim is its reincarnated lover, a popular theme in movies, the creature has a +2 bonus to its roll.

Additional Levels: The mummy can take this ability an additional two times. It gains +2

bonus dice at second level and an additional 2 bonus dice at third level.

Night Vision

Mummies, unlike vampires, are able to move around at any time of the day. Given that the sight of a walking corpse tends to generate panic in mortals and thus attract unwanted attention, many prefer to restrict their activities to the hours of darkness. Some are also used to shambling around their dark tombs.

The mummy ignores all penalties for poor lighting conditions.

Phylactery

Prerequisites: Patron 0

When a mummy is destroyed, its soul is usually condemned to oblivion. In rare instances, it may live on as an apparition. This mummy has a form of immortality.

Its body is as susceptible to damage as any other mummy, but in the event its physical shell is destroyed its soul is instantaneously transported to an enchanted object known as a phylactery. The phylactery can take any form, though commonly it is an amulet or talisman. It may also be a body part. For Egyptian mummies, this is usually its preserved heart—the heart being the seat of the soul.

Given their existence depends on the phylactery remaining safe, it should come as no surprise that a mummy rarely, if ever, carries its phylactery on its person. Indeed, on awakening, most mummies go to great lengths to conceal their phylactery. They will take any action required to regain possession of the object if it has been stolen. The mummy has a psychic link with its phylactery, and can sense its approximate location no matter the distance.

While in its phylactery, the mummy is utterly powerless, though it is capable of thought. All it can do is brood and wait for a chance at a new life. There are two ways in which this can be achieved.

First, the mummy can take possession of a new body if its phylactery comes into contact with a preserved corpse. Given that most phylacteries are well-hidden, the odds of this oc-

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curing by accident are extremely low. As such, this usually requires the intervention of cultists devoted to the mummy.

Second, the magic bound into the phylactery can create a new body. This process is extremely slow—it takes one century, plus an additional century per level in Patron above level 0.

In both cases, the new body has identical statistics to its previous incarnation.

Rejuvenation

Despite their flesh being dead, a mummy's spirit allows its body to naturally repair damage as with living beings. A fiend with this ability heals at a much faster rate.

Once per day, either at dusk or dawn, the mummy makes a Body x 2 roll. Each success heals one lethal wound (mummies are immune to nonlethal damage, remember).

Renewed Form

Prerequisites: Patron 0

No matter its state of preservation the mummy can renew its form to that it had in life, allowing it to pass as a mortal.

Since the ability has no specific game mechanics, exactly how the power works is left to the Gamemaster to determine. For instance, a well-preserved mummy may simply need to remove its wrappings. Another might have to acquire missing components, typically skin, muscles, and vital organs from donors, although the eyes and tongue may be required. The donors are frequently persons it is already stalking, such as a team of archaeologists who violated its tomb.

The latter method is an ideal adventure hook—the globetrotters are alerted to a spate of mysterious deaths. In each case, the victim is missing some different part of his body.

At the Gamemaster's discretion, the mummy's Charisma may alter as its form is restored from hideous corpse to that of a living being. When creating the mummy, the Gamemaster assigns points to Charisma as normal. The creature begins its unholy life with an effective Charisma of zero, however. For each murder it commits, and thus each part of its form it renews, it adds one point of Charisma until it

reaches its normal rating. In this manner, the globetrotters may witness the fiend in various states of renewal over the course of multiple encounters.

Stare of the Ages

To stare into some mummies' eyes is to gaze into awesome power, the torture of a trapped soul, or the enormity of time it has endured. Such visions can freeze a man's blood in his veins or cause him to flee in terror. This ability functions as the Fearsome Talent.

Summon Animal

Through force of will or words of power, the mummy can summon animals to its side.

Only animals native to the mummy's homeland may be summoned in this fashion. For instance, an Egyptian mummy could summon jackals, crocodiles, snakes, scorpions, or even hippos. One from Mesoamerica could summon jaguars or swarms of spiders, among others.

The creatures are not summoned out of thin air, and thus must be close by. This limits the power's effectiveness when the mummy is away from its homeland. If the mummy has a lair, then such creatures may be naturally drawn to its environs.

In any combat or scene, the mummy can summon a single swarm or a number of individual creatures equal to 1 or its Charisma rating, whichever is higher. The creatures are under the mental command of the mummy, but remain only until the combat or scene ends.

New Magical Texts

Egyptian Magic

Language: English; **Author:** E. A. Wallis-Budge; **Publication:** 1899; **Complexity:** 4; **Horror:** 2; **Tradition:** Old Ways (Egyptian); **Contents:** Augury, Form of the Beast, Spirit Binding

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Written by E. A. Wallis-Budge, Curator of Egyptian and Assyrian Antiquities (1894-1924) at the British Museum, this work explores the magic of the Ancient Egyptians. It covers topics such as protective amulets, magical names, and fortune-telling, as well as religious practises.

Budge is an Egyptologist, not a magician. While his work contains much information concerning true magical arts, his translations are often erroneous and fragmentary. Thus, most of the rituals are meaningless to a true practitioner of the art.

The Imhotep Papyrus

Language: Ancient Egyptian; **Author:** Unknown; **Publication:** 2nd century AD; **Complexity:** 3; **Horror:** 1; **Tradition:** Old Ways (Egyptian); **Contents:** Arcane Shield, Harm, Healing

An Egyptian polymath, Imhotep lived around 2600 BC and served under King Djoser. As well as being a skilled physician, he is credited with designing the Pyramid of Djoser, today better known as the Step Pyramid. Although a commoner, Imhotep was deified some two millennia after his death, his cult being merged with that of Thoth, god of knowledge.

The papyrus is a biography, albeit one written long after Imhotep's death. As well as revealing that Imhotep was fathered by Ptah, god of craftsmen and architects, the text contains detailed medicinal lore and speaks of a magical duel fought between Imhotep and the enemies of Pharaoh.

What the papyrus does not reveal is the location of Imhotep's tomb. Whoever unearths the final resting place of the architect would undoubtedly achieve everlasting glory. He may not live to enjoy his reputation, though, for Imhotep designed his own tomb and, so the legend says, filled it with many deadly traps to protect the fabulous treasures buried with his mortal remains.

Papyrus Graecae Magicae

Language: Latin; **Author:** C. Leemans (translator); **Publication:** 1885; **Complexity:** 5; **Horror:** 3; **Tradition:** Ceremonial; **Con-**



tents: Greater Hex, Healing, Spirit Binding, Stage Magic, Summon Horror

The Greek Magical Papyri, its English name, is a collection of separate magical papyri written between the 2nd century BC and 5th century AD. Rather than being complete works, the papyri are individual pages or fragments of arcane secrets and mystical knowledge. The papyri contain elements of Babylonian, Christian, Egyptian, Greek, and Jewish lore, blended together into a confusing folk religion.

The original papyri, many of which have never been translated, are scattered across the globe, with individual texts possessed by the Bibliothèque Nationale, British Museum, Louvre, Rijksmuseum of Antiquities (Leiden, the Netherlands), and Staatliche Museen (Berlin, Germany). The 1885 translation contains only a handful of the texts grouped under the Greek Magical Papyri.

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Westcar Papyrus

Language: Ancient Egyptian; **Author:** Unknown; **Publication:** c. 16-18th century BC; **Complexity:** 3; **Horror:** 2; **Tradition:** Old Ways (Egyptian); **Contents:** Augury, Control Animal, Empower, Raise Dead

Discovered by British adventurer Henry Westcar in 1834, the papyrus has been part of the Egyptian Museum of Berlin's collection since 1886.

The text consists of four stories, each involving the wondrous workings of a priest or magician. The first, which involves Imhotep, is concerned with magical blessings. The second concerns the animation of a crocodile figurine. The third involves the loss of an amulet and the subsequent lowering of water in a lake in order that it might be retrieved. In the fourth, a magician tames wild beasts, reattaches

the severed head of an animal, and reveals a prophecy. The stories are not simple works of fiction, but contain actual rituals.

Translations: Adolf Erman, a German Egyptologist, translated the papyrus into his native language in 1890. This version has Complexity 4 and Horror 2.

New Occult Relics

Amulet of the Heart

Artifact 2

Leagues: Ghost Club, Golden Circle, Holy Brotherhood, Magicians' Circle, Ministry of Unusual Affairs, Vengeants' Guild

The Ancient Egyptians believed it was the heart, not the brain, that was the center of thought and reason. The heart was also a depository, where a record of one's sins was stored in preparation for judgment in the hereafter. This scarab-shaped amulet is worn over the heart to protect one from evil thoughts and malignant attempts to influence the wearer.

Enhancements: Increased Attribute: +1 Willpower (+1 Enhancements)*, Talent: Psychic Resistance (+2 Enhancements)

* *This boosts the wearer's Willpower rating only for the purposes of resisting attempts to affect the wearer's mind in any way. This applies to Talents such as Captivate and Fear-some, as well as more covert abilities, such as Mind Control. It has no effect on Horror rolls.*

Bes Amulet

Artifact 1

Leagues: None

Despite being part of the Egyptian pantheon since long before the advent of the pharaohs, Bes, protector of the household, remained relatively obscure until the dawn of the New Kingdom (some 1,000 years later).

Bes amulets depict the god in portrait, rather than the usual profile image beloved by Egyptian artists. The god's appearance is distinctly un-Egyptian—he is short (possibly indicating he was a dwarf), full-cheeked, na-



Diabolical Powers

ked, and had a full beard as opposed to the usual Egyptian beard worn by pharaohs.

Hung in a building, a Bes amulet wards off evil. In game terms, it does this by granting the structure a Refuge: Security rating. Weaker and more powerful versions are known.

Enhancements: Resource: Refuge: Security 1 (+2 Enhancements)

Crook & Flail of the Pharaohs

Artifact 3

Leagues: Ghost Club, Holy Brotherhood, Vengeants' Guild

In Ancient Egypt, the crook (*beka*) and flail (*nekhakba*) were symbols of royal authority—the crook symbolized power over the people and the flail his command over the land.

As a pair, they grant the wielder the ability to coerce or charm others into entering his service for a short time.

Enhancements: Talent: Natural Leader (+2 Enhancements), Talent: Rabble-Rouser (+2 Enhancements)

Funerary Mask

Artifact 3

Leagues: Ghost Club, Vengeants' Guild

Some mummies are buried wearing funerary masks. precious substances (gold in Egypt and jade in Mesoamerica) or more mundane ones (wood). Often the mask depicts the wearer in an idealized image of how he appeared in life.

Most are mundane, albeit valuable, but a small few were enchanted by ancient priests in the belief the power would benefit the deceased in the next world. When worn, the mask enhances the wearer's confidence and strength of presence.

Enhancements: Increased Attribute: +1 Charisma (+2 Enhancements), Talent: Bold Attack (+2 Enhancements), Talent: Bold Defense (+2 Enhancements)

Hypocephalus

Artifact 1

Leagues: Ghost Club, Golden Circle, Holy

Brotherhood, Ministry of Unusual Affairs, Vengeants' Guild

A hypocephalus is a small disk made of clay, linen, metal, or wood. The Egyptians placed them on the heads of corpses as a protective amulet and to encourage the soul to rejoin with the physical remains.

The imagery on the top portion depicts the sun moving across the world of the living and the lower scene its passage through the realm of the dead. In this regard, it provided protection day and night.

In many cultures, sleep is seen as a "little death," a time when a person is between life and death. Worn with the disk resting on the forehead, enchanted hypocephali offer protection by refreshing mind and body at an increased rate, meaning the wearer requires less sleep.

Enhancements: Talent: Light Sleeper (+2 Enhancements)

Instructive Texts

Artifact 1

Leagues: Any

Not every ancient manuscript or papyrus contains magical rituals—some are simply instruction manuals containing knowledge once thought lost.

Written long ago, and rarely complete, such works are more limited in scope than modern manuals. Most are restricted to a specific field within a broader category. For instance, a Greek text concerning calculations of the volume of solids would relate only to Science: Mathematics (Volumes). In such cases, the text's Enhancement cost is halved.

In order to make use of an instructive text, a globetrotter must have read it. This follows the rules for deciphering occult texts, except the manual has a fixed Complexity 2 and no Horror rating. Once done, the globetrotter can refer to the text before undertaking a task in order to gain the applicable bonus to a relevant Skill roll. Perusing the manual to find the appropriate information and refresh one's memory typically takes around 10 minutes.

Enhancements: Skill: Pick one from Academics, Anthropology: Mythology, Art, Medicine, or Science 4 (+2 Enhancements)

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Leyden Papyrus X

Artifact 0

Leagues: None (held in the Rijksmuseum in Leyden (The Netherlands))

Leyden Papyrus X is an instructive codex made up of three separate scrolls. Written in Ancient Egyptian, it details the creation of various magical powders and liquids, magical invocations to release the natural powers of perfumes and flowers, a recipe for purifying gold, and numerous recipes concerning making dyes and inks.

A magician who has read the manual gains a +2 bonus to his Magic: Old Ways (Egyptian) rolls when creating single-use occult relics taking the form of potions and elixirs or scrolls.

Enhancements: Skill: +2 dice Magic: Old Ways (Egyptian) (+1 Enhancements)*

** Because the bonus only applies when creating certain types of occult relic, it has a reduced Enhancements cost.*

Mummy Wrappings

Artifact 0

Leagues: Frankenstein Club, Ghost Club, Magicians' Circle, Vengeants' Guild

Even as recently as the American Civil War, the wrappings of mummies were believed (and used in great quantities) to staunch bleeding and aid in recovery. In truth, only a handful of wrappings ever had this benefit, and they were created by ancient priests using alchemical methods.

A batch contains five rolls of bandages, each of which is good for a single use.

Enhancements: Skill: Medicine 4 (+1 Enhancements)*

** The Skill can be used only when performing first aid.*

Sarcophagus

Artifact 4

Leagues: Frankenstein Club, Ghost Club, Holy Brotherhood, Magicians' Circle

The word sarcophagus comes from the Greek for "flesh-eating." Typically made of stone, metal, or wood, and often lavishly carved

or painted, they are containers for holding corpses. In Ancient Egypt, where sarcophagi were known as *neb ankh* (or "Lord of life"), important persons may have been interred in nested gold sarcophagi weighing many tons. Unlike coffins, sarcophagi are usually placed in tombs, rather than buried in the ground.

An enchanted sarcophagus is decorated with spells of healing and rejuvenation. When an injured person is placed in the container, the magic begins to knit torn flesh and broken bones at an accelerated rate. As powerful as they are, the spells are less effective at treating old injuries.

Enhancements: Ritual: Healing (+2 Enhancements), Skill: Magic 8 (+6 Enhancements)

Staff of Serpents

Artifact 3

Leagues: Magicians' Circle

While the Bible tells how Aaron threw down his staff in front of pharaoh and it transformed into a serpent, the same chapter (Exodus 7) also reveals that the Egyptian wise men and sorcerers did the same. The power, given to Aaron by God, and proven superior when Aaron's snake ate those of the native sorcerers, was thus one already understood by Egyptian magicians.

When cast upon the ground, this ordinary-looking wooden staff transforms into a mundane viper. The serpent is under the control of the wielder for the duration of the combat or remainder of the scene. At the end of this period, the serpent automatically transforms back into a staff. The magician can end the enchantment sooner simply by grasping the snake by the tail (a Touch Attack) and commanding it to revert to a staff.

Should the viper be slain by any means, its corpse becomes a staff. The staff is rendered powerless until it is enchanted again, though. This follows the rules for constructing weird science devices except that no additional Experience points need be spent.

Enhancements: Ritual: Summon Animal (viper only; +3 Enhancements), Special: Automatic success (+2 Enhancements)



Chapter the Fifth: Catalog of Fiends



"Don't stop there. I suppose there are also, what, vampires and werewolves and zombies?"

"Of course there are. Although you mostly find zombies farther south, where the voodoo priests are."

"What about mummies? Do they only hang around Egypt?"

"Don't be ridiculous. No one believes in mummies." —Cassandra Clare, *City of Bones*

In addition to a variety of stock mummies, this chapter contains a number of monsters that might be found in adventures focusing on the preserved walking dead.

Mummies

This section details a number of mummies, both human and animal. No sample greater mummies are presented—these powerful creatures are always major villains, and thus should have a unique background. As such, a range of sample greater mummy characters can be found in the next chapter.

Lesser Mummy

Irrespective of their state of preservation or the culture that created them, lesser mummies are unintelligent husks. Those with independent wills follow simple motivations, most commonly seeking the return of stolen grave

goods and the death of those who desecrated their tomb. Most are nothing more than slaves, bound to the will of whatever magician or greater mummy awakened them from their ages old slumber.

As noted elsewhere, lesser mummies were not always nobodies in life. While many were simple soldiers, scribes, or petty nobles, others were great kings or high priests. As always with mummies, it is the nature of the soul, not their former status, that determines whether they are lesser or greater. Social status does play a part—it helps the Gamemaster determine the mummy's rank.

For instance, in *The Mummy* (1959), the mummy is that of Kharis, a former Egyptian high priest. He is a powerful opponent, one the protagonists can do little to thwart, but he is ultimately bound to obey Mehemet Bey and displays little intelligence or individualism, and is thus a lesser mummy.

Statistics are provided below for lesser mummies ranging in power from Follower 0 (cannon fodder) to Follower 3 (a serious threat to any globetrotters). As stock mummies, they can be individualized simply by switching a point or two in their Primary Attributes or by exchanging their listed Talent for another one.

Category 0: Shambling Corpse

This specimen is how many people imagine living mummies—physically strong, yet not superhuman, and stumbling around with a foot-dragging gait. Such creatures have virtu-

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ally no willpower and are devoid of individual personality. They rarely animate through any means other than magic rituals or the will of a greater mummy.

Follower 0

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 3, Dexterity 1, Strength 3, Charisma 0, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 2, Defense 4, Stun N/A, Health 4*, Horror 4

Skills: Athletics 4, Brawl 4, Intimidation 3

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 4N

** Mummies are immune to nonlethal damage and cannot be stunned.*

Category 1: Strong

More durable and slightly more willful than a Follower 0 mummy, these malevolent fiends may, on rare occasions, animate without the use of rituals. Invariably they, like the rest of their kin, follow only base motivations. They are clumsy, but this is of little concern for globetrotters on the receiving end of one of their powerful blows.

Follower 1

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 1, Strength 4, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 2, Defense 5, Stun N/A, Health 6*, Horror 4

Skills: Athletics 5, Brawl 6, Intimidation 4, Stealth 4

Talents: Knockout Blow (+1 bonus to stun opponent)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 6N

** Mummies are immune to nonlethal damage and cannot be stunned.*

Category 1: Frozen

This unfortunate was mummified through bitter cold. Depending on its age, the mummy might be a withered corpse or remarkably well preserved, though in the latter case it likely has extremities blackened by frostbite. The creature moves only slowly, its frozen joints reluctant to bend, and leaves behind it distinctive wet footprints when in warm environments.

Such a creature need not be thousands of years old. Globetrotters have flocked to the polar regions in the name of exploration and many have never returned. The Vikings briefly settled Greenland, a harsh and frozen wilderness home to Inuit peoples. Incan mummies were naturally preserved high in the Andes as late as the 16th century. Mummies dating from the 5th century BC have been found on the Russian Steppes. Given there are frozen



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mammoths in Siberia, the frigid remains of primitive hunter-gatherer peoples may yet be waiting to be discovered in the ice.

By changing Freezing Touch to Desiccating Touch, the same statistics can be used for a mummy preserved in an arid desert, being buried or interred in salt, or even one deliberately smoked over a fire (as happens in the Torres Straits).

Follower 1

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 5, Dexterity 1, Strength 3, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 2, Defense 6, Stun N/A, Health 7*, Horror 4

Skills: Athletics 4, Brawl 5, Intimidation 4, Stealth 4

Talents: Freezing Touch (Brawl attacks do lethal damage)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 5L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Category 1: Warrior

Formerly the guards of kings and followers of generals, these mummies retain their martial training and loyalty even after death.

Often buried with few grave goods, and even when present none is of any great material value, soldier mummies have little reason to awaken of their own accord. Instead, they are the playthings of sorcerers and greater mummies. Most commonly they are animated to protect lairs.

Follower 1

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 1, Strength 4, Charisma 0, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 2, Defense 5 (7), Stun N/A, Health 6*, Horror 4

Literature & Movie Mummies

Mummies do not make much of an appearance in period Gothic literature. In Bram Stoker's *The Jewel of Seven Stars*, the mummy, while it inspired much of this work, is largely a plot device. The creature in Sir Arthur Conan Doyle's *Lot No. 249* is far more ambulatory, and even kills, but is easily destroyed by fire while in a dormant state. In both cases, the mummy rarely troubles the protagonists directly, and never in combat.

Movie mummies, especially those of the Hammer films, are eminently more recognizable as being murderous bandage-wrapped monsters. They are also much harder to kill, especially with firearms.

While greater mummies are usually subtle in their approach and prefer to work from the shadows rather than directly confronting their opponents, lesser mummies are blunt instruments that smash and crush all in their path.

Arguably, a lesser mummy villain (as opposed to a henchman type obeying a magician or another mummy) will usually be a Follower 2 or 3 and thus quite sturdy, but it can still be easily destroyed with sufficient firepower. How can the Gamemaster make them tougher opponents?

* The simplest way is to give the creature one or more levels in Hardened Body for free. This automatically reduces the effectiveness of firearms without negating any vulnerability to flame.

* The Gamemaster can rule that the maximum damage inflicted by weapons is equal to their base damage. For instance, a light revolver (2L) will never inflict more than two lethal wounds, no matter how many successes the globetrotters' roll on their attack. Sufficient firepower still works, but it requires a prolonged attack rather than a lucky shot.

* The Gamemaster can rule the creature is immune to all damage from weapons, magical or mundane. Bullets might leave holes, but the creatures suffers no impairment. This leaves the globetrotters with no option but to devise another way of destroying the mummy.

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Skills: Athletics 6, Brawl 5, Intimidation 5, Melee 6

Talents: Hardened Body (+2 Passive Defense rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 5N, Spear or Sword 9L

** Mummies are immune to nonlethal damage and cannot be stunned.*

Category 2: Hardened

Found either at the beck-and-call of a potent magician or greater mummy or out for revenge on their own recognizance, these powerful creatures have withered bodies that are more resistant to harm than their lesser kin. They favor battering their victims to death with stiff blows capable of snapping bones.

Follower 2

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 2, Strength 5, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 4, Initiative 3, Defense 6 (8), Stun N/A, Health 7*, Horror 4

Skills: Athletics 8, Brawl 9, Intimidation 5, Stealth 5

Talents: Hardened Body (+2 Passive Defense rating), Lethal Blow (Brawl attacks do lethal damage)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 9N

** Mummies are immune to nonlethal damage and cannot be stunned.*

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Category 3: Crusher

To date, this is the most powerful category of lesser mummies ever encountered. Such creatures are physically impressive, and extremely deadly. They also possess a fearsome will. Although they still lack personality and intelligence, they can be very difficult to control.

Follower 3

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 5, Dexterity 3, Strength 6, Charisma 0, Intelligence 1, Willpower 4

Secondary Attributes: Size 0, Move 9, Perception 5, Initiative 4, Defense 8, Stun N/A, Health 11*, Horror 4

Skills: Athletics 11, Brawl 11, Intimidation 5, Stealth 8

Talents: Crusher (Inflicts 6L damage in grapples), Inhuman Strength (+1 Strength rating), Robust (+2 Health rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Punch 11N

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Mummified Animal

First practised in Egypt, animals were mummified as votive offerings, as ways of ensuring beloved pets travelled with one to the afterlife (or at least kept the spirit company in the tomb), or because the animal itself was seen as sacred.

Baboons, cats, crocodiles, and ibises were the most common animals, though birds, dogs, mongooses, and serpents all received the same treatment to lesser degrees. Fish were sometimes mummified as food for the spirit. One animal, the bull, was the focal point for an entire cult (the Apis bull cult). These magnificent beasts, pampered in life, were mummified with the same care and devotion given only to pharaohs.

To date, no mummified animal has achieved a living state by any means other than being the subject of arcane rituals or the formidable willpower of a greater mummy who knows the secret of animating their spirits.

One easy means to create a mummified version of a mundane animal is to use the statistics it had in life with a few basic modifications, as shown below:

* Lower Dexterity by one point and increase Body by a similar amount. This represents the general stiffness of mummies and their greater resilience to injury.

* Remove the Survival Skill (mummies have no use for it) and distribute the points between Athletics, Brawl, and Stealth as desired.

* Remove any existing Talents that represent the creature's animal nature and assign new ones more appropriate to its status as a living mummy.

Mummified Cat (Category 0)

In Ancient Egypt, millions of cats were mummified as offerings to Bast. Originally a lion-headed war deity, over time she developed the head of a domesticated cat and becomes a protector goddess (as well as patron of cats).

While any magician who knows the Raise Dead ritual might animate one of these creatures to serve him, they are more commonly found as beloved pets to greater mummies, filling the role they did in life throughout eternity.

In a few rare instances, the bond between master and feline is so strong that the creature acts as a form of familiar (see *Guide to Black Magic*).

Follower 0

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size -2, Move 3, Perception 4, Initiative 3, Defense 6, Stun N/A, Health 3*, Horror 3

Skills: Brawl 4, Stealth 6**

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Claws 6L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

** *Mummified cats have a +2 Size bonus to Stealth rolls.*

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Mummified Crocodile (Category 2)

Most commonly mummified as cult animals sacred to the Egyptian deity Sobek, these beasts are often found as guardians in lairs. Unlike their living cousins, mummified crocodiles have no capacity to swim.

Follower 2

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 5, Dexterity 3, Strength 5, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 1, Move 8, Perception 4, Initiative 3, Defense 7 (9), Stun N/A, Health 12*, Horror 4

Skills: Brawl 8, Stealth 4**

Talents: Hardened Body (+2 Passive Defense rating), Robust (+2 Health rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 10L, Tail 8N

* *Mummies are immune to nonlethal damage and cannot be stunned.*

** *Mummified crocodiles have a -1 Size penalty to Stealth rolls.*

Animated Statue

While they share some similarities, animated statues are different from living creations. Most obvious is that they contain no moving parts, being powered and animated entirely by magic as opposed to gears, pistons, or springs and clockwork or steam.

Second, whereas living creations are intelligent and free-willed, if unimaginative, animated statues are mindless entities, thoroughly enslaved to the will of whoever gave them a semblance of life. And it is indeed no more than a façade—animated statues possess only a minute fragment of the will of their creator, a dim candle of consciousness.

Animated statues vary in size from ushabti figures (around 6") to truly colossal monuments weighing many hundreds of tons and standing dozens of feet high. The great majority are humanoid, being the images of kings and

emperors seeking a form of immortality. Others represent animals, though they range in scope from mundane beasts, such as cats and dogs, to fantastic creatures, like sphinxes and griffins.

Except where noted, the statistics below assume the statue is made of solid stone. Wooden statues are treated as having a +2 bonus to Passive Defense, instead of +4, and are one Size category lower due to being lighter.

Animated Statue: Colossus

Colossal animated statues weigh as much as 50 tons and stand as much as 30 feet high. Fortunately for globetrotters, few greater mummies have the force of will to animate these monstrous edifices to man's vanity and such massive statues exist only in small numbers. Should a globetrotter encounter one, his best weapon is dynamite (assuming one has no field gun to hand, of course).

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 7, Dexterity 3, Strength 7, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 4, Move 10, Perception 3, Initiative 3, Defense 6 (10)*, Stun N/A, Health 16**, Horror 3

Skills: Athletics 9, Brawl 10, Intimidation 4, Stealth 0***

Talents: Robust (+2 Health rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools), Conspicuous (-2 Stealth penalty due to grinding of stone and thudding steps)

Weapons: Punch 10N

* *An animated statue has +4 Passive Defense due to its stone body.*

** *Animated statues are immune to nonlethal damage and cannot be stunned.*

*** *Animated colossi have a -4 Size penalty to Stealth rolls.*

Animated Statue: Humanoid

Humanoid animated statues are typically representations of kings or other potentates, rather than warriors or commoners. Few carry

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weapons, not that they require them to be effective in combat. Other statues portray gods.

Many of the Egyptian deities were shown with the heads of animals. Regardless of whether they have the head of a cat, hawk, ram, or crocodile, these animated statues have a Bite 6L attack in addition to their regular Punch attack. Such statues, being obviously inhuman, also have Horror 3.

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 5, Dexterity 2, Strength 4, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 1, Move 6, Perception 3, Initiative 2, Defense 7 (11)*, Stun N/A, Health 10**, Horror 2

Skills: Athletics 6, Brawl 6, Stealth 4***

Talents: Robust (+2 Health rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools), Conspicuous (-2 Stealth penalty due to grinding of stone and thudding steps)

Weapons: Punch 6N

* *An animated statue has +4 Passive Defense due to its stone body.*

** *Animated statues are immune to nonlethal damage and cannot be stunned.*

*** *Animated statues have a -1 Size penalty to Stealth rolls.*

Animated Statue: Sphinx

When one thinks of sphinxes, one inevitably casts one's mind to the Great Sphinx that rests near the Pyramids of Giza. While this is the largest example of its kind, the sands of Egypt are littered with smaller examples. Most follow the stereotypical image, having a leonine body and human head, and are often winged. Other examples have the head of hawks (hieracosphinxes) or rams (criosphinxes).

Sphinxes are also found in South and Southeast Asia. Here they are known as *naravirala* ("man-cat") in India, *nara-simba* ("man-lion") in Ceylon, *manussiba* ("man-lion") in Burma, and *norasingb* ("man-lion") in Siam. Asian sphinxes are usually found outside temples. In most Asian cultures, sphinxes are benevolent

creatures, taking away the sins of worshippers who enter the temple.

Regardless of its country of origin, the sphinx presented below is of similar size to an adult human, though considerably heavier.

Follower 1

Archetype: *Construct*; **Motivation:** *Duty*; **Style:** 0

Primary Attributes: Body 4, Dexterity 3, Strength 4, Charisma 0, Intelligence 0, Willpower 3

Secondary Attributes: Size 1, Move 7, Perception 3, Initiative 3, Defense 7 (11)*, Stun N/A, Health 9**, Horror 3

Skills: Athletics 6, Brawl 6, Stealth 4***

Talents: Robust (+2 Health rating)

Resources: None

Flaw: Bestial (Cannot communicate or use tools), Conspicuous (-2 Stealth penalty due to grinding of stone and thudding steps)

Weapons: Claw 6L



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* An animated statue has +4 Passive Defense due to its stone body.

** Animated statues are immune to nonlethal damage and cannot be stunned.

*** Animated statues have a -1 Size penalty to Stealth rolls.

Mundane Creatures

Animated mummies may be the heroes' quarry, but they are not the only creatures a party of globetrotters might be forced to confront when exploring a dusty tomb or crawling through the winding passages of a pyramid.

Cobra

Cobras are found across Africa and Asia. They have a fearsome reputation, but alert globetrotters have little to fear from cobras—while their venom is very potent, cobras do not attack unless provoked. Most species reveal their intention to attack by first raising their distinctive hood and hissing.



Follower 0

Archetype: Animal, **Motivation:** Survival, **Style:** 0

Primary Attributes: Body 1, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 2

Secondary Attributes: Size -1, Move 6, Perception 2, Initiative 4, Defense 6, Stun 1, Health 2

Skills: Brawl 4, Stealth 6*, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 4L + Venom 3L

* Cobras have a +1 Size bonus on Stealth rolls.

Flesh-Eating Scarab Swarm

Individually, a flesh-eating scarab beetle can deliver nothing more harmful than a nasty bite. Although covered in a carapace, the pest can be crushed under foot with little effort. A swarm of the biting beetles, however, is a far more dangerous foe. Massed in their hundreds or thousands, these voracious insects can strip a man to the bone in a matter of seconds.

Flesh-Eating Scarab Swarm

Follower 0

Archetype: Animal; **Motivation:** Survival; **Style:** 0

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 4, Initiative 5, Defense 5, Stun 0, Health 12, Horror 2 (4 when witnessing them feasting)

Skills: Brawl 2, Stealth 6, Survival 2

Talents/Resources: None

Flaw: Bestial (Cannot communicate or use tools)

Weapons: Bite 10L

Swarm: Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per hit.

Chapter the Sixth:

Princes of Darkness

The mummy itself, a horrid, black, withered thing, was lying half out of the case, with its claw-like hand and bony forearm resting upon the table. —Arthur Conan Doyle, Lot No. 249

This chapter details a number of greater mummies, as well as magicians and other ne'er-do-wells who use living mummies to further their own ends.

Note that while the major sample characters were created as per the rules for generating player characters, they have Rank and Status Resources at whatever level was deemed appropriate. These do not count toward their maximum number of Talents/Resources as determined by their Patron level.

Mummified Villains

When discussing villainous mummies, we are referring only to the greater variants. For brevity, we just use the word mummy. Lesser mummies, while they can be tough opponents, lack the intelligence and personality to be major villains. A lesser mummy might have an interesting background, it might even be focal to the adventure, but the mummy lacks the capacity for the sort of scheming that makes him a major villain. To that end, and irrespective of their Followers level, they are usually only encountered as the tools of a greater villain, be that another mummy or a mortal.

Memorable villains, the sort the players

will discuss long after the adventure ends, are more than just a collection of numbers. In order they are not lumped in with the vast number of lesser foes the globetrotters have surely defeated, greater mummies need two things—a strong motive and an entertaining backstory.

Regardless of when they animated, all mummies lived a previous life. In most cases, that will have been millennia ago. Invariably, the mummy's motivation is tied to his flesh-and-blood existence—few wake up and suddenly decide to go conquer the world to help pass the centuries.

For all the history books out there, much of the past remains a mystery. For Gamemasters, it's pretty much a blank slate. Egyptologists are confident they know the names of all the pharaohs, but one may have had his or her name erased from history to such an extent that today they are utterly forgotten. Consider as well the countless advisors, nobles, priests, and magicians who lived during Egypt's long history. Don't forget that Egypt, while frequently mentioned in this supplement, is just one country with mummies.

Having a historical backstory also means the globetrotters have something to investigate. Through talking to scholars, perusing libraries, and exploring tombs they can slowly unravel the story of the mummy's life and death, and so discover its motivation. In order to facilitate this, the Gamemaster should break the mummy's life story into distinct blocks that can be researched separately. Each clue

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they pick up points to where the next can be unearthed.

In order that mummies do not become repetitive, their schemes should extend beyond simply collecting up stolen grave goods and punishing desecrators. Even if they are murdering those who desecrated their tomb, there should be some greater purpose to their actions. Perhaps a papyrus scroll holds the key to resurrecting the mummy's dead lover (most likely in the body of an innocent woman who happens to resemble her earthly form). Maybe an amulet holds the power to open the gates to hell and unleash the demonic serpent Apep on an unsuspecting world. Awakened by the desecrator's actions, the mummy can begin to play out its plans. What begins as a simple murder investigation soon turns into a race to save a life, or possibly the entire world!

Having to invest points in Charisma and Intelligence, greater mummies of the same level are not going to be as physically tough as their lesser kin (unless the Gamemaster assigns them supernatural abilities with a physical bias, of course). Being intelligent creatures, they are fully aware of their strengths and weaknesses. They have likely labored long and hard on their grand schemes, and they are unlikely to risk everything simply to test their physical prowess against a few mortals. To that end, greater mummies tend to let their minions take all the risks while they plot and scheme from the shadows. If the mummy must confront the heroes, make sure it has an escape route—nothing ruins an adventure as quickly as having the major villain gunned down in the first few scenes.

Of course, nothing stops a greater mummy being a combat thug—each is an individual with a distinct set of abilities. Indeed, a mummy's suite of abilities makes him as unique as his background. When selecting abilities, you don't have to focus solely on the creature's past—pick ones that fit the story you want to tell. If the idea of the globetrotters battling a host of animated statues in a museum appeals, then the mummy should have Animated Statue. If it is intended to be a recurring villain, its plans thwarted over multiple adventures, then consider Invulnerability or Phylactery.

Even if the mummy simply wants vengeance, assigning it special abilities can make each villain special. One that kills by controlling venomous snakes, for instance, is very different from a mummy that causes infection or turns its victims into popsicles.

With the noted exception of Refuge, mummies have little need for resources unless they are passing themselves off as a mortal. Yes, the mummy may have been a mighty pharaoh in life, but this doesn't mean the withered husk will get any benefit from Status 5 (Pharaoh) during the game. Similarly, if a mummy needs a cult then it has as many Allies or Followers as the Gamemaster sees fit, rather than being limited by its Resource levels.



"How dare you and the rest of your barbarians set fire to my library? Play conqueror all you want, Mighty Caesar! Rape, murder, pillage thousands, millions of human beings! But neither you nor any other barbarian has the right to destroy one human thought!"
—Cleopatra (1963)

The Library of Alexandria (see *Leagues of Adventure*), which boasted a collection of some 400,000 scrolls, was once the greatest library in the world. It is said the librarians sponsored trips to the corners of the Known World in search of new books, and even demanded that any ships that docked in the city hand over any books for copying.

A senior librarian at the Library of Alexandria during the 1st century BC, Aristeides loved his job. Surrounded by the collective wisdom of humanity, he spent his days not only copying texts, but devouring their contents. Such was his understanding of a great many topics that pharaoh would seek his counsel. On his death, his body was mummified in order that his spirit might serve the pharaohs of Egypt in the next world.

Aristeides spirit shuddered in 48 BC, when Julius Caesar accidentally burned down the Library. His mummy turned in its sarcophagus in 274 AD, when much of the Library was

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destroyed by Roman Emperor Aurelian. He rose as a living mummy in 391 AD, when what remained was destroyed on the order of Emperor Theodosius I.

Since his rebirth, Aristeides has worked tirelessly to rebuild the Library's collection. In the early days his task was relatively easy, for few had much interest in the lore of the ancients. Times changed, though, and as the centuries passed, collecting these works grew in popularity—not to share their learned words, as was right, but simply to hoard them.

For long centuries Aristeides himself hoarded his acquisitions—mankind was as rapacious and ignorant as it had always been, and what lore he had recovered was too precious to risk. One day, he mused, it would be ready, but until then the librarian set himself as the sole guardian of mankind's knowledge.

Recently, though, he was invited to join the Bibliophile Society, a League of Adventure dedicated to both preserving and disseminating the knowledge of the ancients. The League prints only small numbers of copies, but it is a start, and the librarian hopes to change things from inside the League. None of his fellows know he is a living mummy—his reputation as a scholar and bibliophile earned him his seat in the exclusive League.

Aristeides is a fanatic—untold volumes have already been lost forever, both at Alexandria and in later purges and through accidents, and he refuses to allow it to happen ever again. Collectors and librarians who will not part willingly with precious ancient texts must be coerced. Those who resist his mental powers must be slain. Human life is cheap in Aristeides' eyes, but its knowledge is priceless.

Aristeides

Patron 2

Archetype: *Undead Academic*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 5, Stun N/A, Health 7, Horror —



Skills: Academics 9, Athletics 5, Brawl 9, Bureaucracy 5, Diplomacy 4, Empathy 5, Investigation 6, Linguistics 7, Stealth 4

Talents: Skill Aptitude (+2 Academics rating), Skill Aptitude (+2 Brawl rating), Well-Educated (Treats Academics as a general Skill)

Resources: Rank 1 (The Bibliophile Society; +2 Social bonus)**, Status 3 (Respected scholar; +4 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 9N

* *Mummies are immune to nonlethal damage and cannot be stunned.*

** *Bonus Resource from his Status.*

Mesmerize: As per the Captivate Talent, except he makes a Charisma + Willpower roll in place of Performance.

Mind Control: This functions as the Mind

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The Tomb of Osiris

The Egyptian deity Osiris, god of death and the underworld, was slain by the treachery of Set and resurrected by the magic of Isis. The myth is well known to Egyptologists from texts and paintings. What they do not share with the general public is that Osiris' tomb is said to exist not in the heavens, but on Earth. There are several possible locations.

Plutarch says that the ancient city of Taposiris Magna denotes the site. Unfortunately for globetrotters, the remains of that ancient city has lain under parts of modern Alexandria since 1801. Other chroniclers mention a temple to Osiris, but none specifically mention a tomb.

Herodotus claims the tomb lies beneath the Giza Plateau, somewhere close to the Sphinx. According to his writings the entrance is concealed by a limestone slab. Descending into a worked chamber, he wrote of finding two huge sarcophagi, one of black granite and another of red granite. Descending deeper into the ground by a narrow shaft, he found a flooded chamber. In the center was a small island. Sunk into this so that its top was flush with the rock was another black granite sarcophagus. Around the sarcophagus, positioned to mark the corners of a square, were four obelisks carved with hieroglyphs. Herodotus explored no further (other tunnels were mentioned), for the sarcophagus emitted a green light that caused him to become afraid.

Beneath the temple of Seti I at Abydos (central Egypt) are the remains of a tomb complex built from immense stones. Seti's temple has been reliably dated to around 1280 BC, but the subterranean complex (dubbed the Osirion by Flinders Petrie when he unearths it in 1902) is considerably older.

Control Talent, except it can only ever be used against one subject at a time and the mummy rolls Charisma + Willpower in place of Willpower x 2.

Renewed Form: The mummy's physical appearance is as it was in life.

Claws of Sekhmet

"Only after disaster can we be resurrected."
—Chuck Palahniuk, *Fight Club*

Sekhmet, Mistress of Dread, Lady of Slaughter and She Who Mauls, is an ancient Egyptian deity. Protector of Egypt, she is a fierce, lion-headed goddess who revels in destruction and carnage. The Egyptians believed that in order to prevent her from turning her wrath upon them, Sekhmet had to be placated before a different statue each day. Naturally, this led to a great number of icons being created, making her true cult very powerful. She was especially honored after battles, for it was held that unless her heart was calmed, the violence she had been beseeched to unleash would engulf the entire world.

Typically, ceremonies involved copious libations of red wine, offered up so she would think it blood, drink her fill, and fall into a drunken stupor, thus sparing the people her wrath. Like all the Egyptian gods, Sekhmet has slumbered for long centuries, her name barely remembered by those she once protected.

Angered at continued foreign intervention in Egypt, the Claws of Sekhmet, a bloody and brutal sect that has seen itself as the nation's true protectors for millennia, has sharpened its talons once more. The cult is divided into two rival factions.

The dominant sect believes that Egypt should be free to govern her own affairs. They strike at any and all foreign interests and citizens in Egypt, killing and destroying with wild abandon. The blood of their victims is offered to Sekhmet in the hope she will awaken and unleash her fury against the invaders. Their activities have brought some success, for Sekhmet is once again granting her most devout worshippers supernatural powers. The faction is also engaged in anti-British politics and in stirring nationalist fervor, the latter in the hope of fomenting open rebellion.

The smaller but more fanatical faction believes Egyptians should not be content with merely ridding their homeland of foreigners. They too strive to awaken Sekhmet, but in the

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belief that doing so will bring about a terrible war. The destruction will consume Egypt's many enemies (basically every other country), allowing Egypt to rise phoenix-like from the ashes of a burning world as the dominant global power. They have little concern with nationalist rhetoric or minor uprisings (except for the purpose of shedding the blood of foreigners). Instead, they focus their murderous activities overseas in a bid to start a war between the Great Powers.

As far as the British and Ottoman authorities are concerned, the escalating violence in Egypt is the work of nationalists; criminals for sure, but not worshippers of an ancient god-dess. The Ghost Club suspects something more supernatural, for they have detected strange ripples in the astral plane and mediums speak of the Nile turning blood red.

Merisekhmet

The Claws of Sekhmet have thus far failed to awaken the goddess from her slumber, but they have managed to rouse one of her mummified priestesses.

Merisekhmet ("Beloved of Sekhmet") was a senior cult figure during her life. Not only was she the daughter of Pharaoh Amenemhat I, but it was widely rumored she was born of Sekhmet's womb. Such was her devotion that Merisekhmet chose voluntary living mummification in order that she might return should Egypt have need of the goddess' divine fury in the future. So that she might adopt some of the goddess' might, the priestess' body underwent a horrific transformation. Her hands were removed and a lion's paws stitched to the wrists, and her head was replaced with that of a lioness. (The latter had no effect on her humanity, as the heart was the center of thought and the soul to the ancient Egyptians).

Egypt suffered many invasions during the centuries after Merisekhmet's burial, and although the sands ran red she did not stir. Her awakening required words of power to be spoken, words that until recently had been forgotten by the children of Egypt.

In 1886, Sir Arthur Cooke, a British archaeologist discovered Merisekhmet's tomb.

Fascinated and horrified at the sight of the mummy, Cooke planned for it to be shipped to the British Museum for further study. Cooke's expedition vanished, believed swallowed by a sudden and terrible sandstorm that rose out of nowhere shortly after the mummy was removed from its tomb.

Cooke and his party were, in fact, murdered by the Claws of Sekhmet, who had learned of the Egyptologist's hunt for the tomb of Merisekhmet and infiltrated his diggers. Not only did the cult now possess the sacred mummy of one of Sekhmet's most devout servants, but they also had the papyrus clutched in its paws—the fabled Song of Sekhmet, one of the cult's holiest texts.

It took the cultists several years to translate the hieroglyphs and understand the complex ritual, but at last they succeeded. As the final syllable of power was uttered and the blood of



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human sacrifices was poured in the mummy's leonine maw, its eyes flickered open.

The *de facto* leader of the cult, Merisekhmet straddles both camps, seeking both to awaken her goddess through the shedding of blood and watch the world burn in a global war. After long millennia, the goddess shall once again feast on the blood of foreigners.

Patron 3

Archetype: *Undead*; **Motivation:** *Duty*; **Style:** 3

Primary Attributes: Body 4, Dexterity 2, Strength 5, Charisma 3, Intelligence 3, Willpower 5

Secondary Attributes: Size 0, Move 7, Perception 8, Initiative 5, Defense 6 (10), Stun N/A, Health 9, Horror 5

Skills: Academics: Occult 6, Athletics 10, Brawl 10, Intimidation 8, Linguistics 5, Stealth 7

Talents: Fearsome (Temporarily frighten opponents), Flurry 2 (Can attack same opponent twice without penalty), Staggering Blow (+1 bonus to knockback opponent)

Resources: None

Flaws: Intolerant: Foreigners (+1 Style point whenever her intolerance causes trouble or she convinces someone else to detest the same thing she does)

Weapons: Claws 11L, Bite 11L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Hardened Body 2: The mummy's hardened flesh gives it a +4 Passive Defense bonus.

Inhuman Strength: The mummy has +1 Strength rating.

Rejuvenation: Once per day, either at dusk or dawn, the mummy makes a Body x 2 roll. Each success heals one lethal wound.

Typical Member

Most low ranking cultists are little more than murderous thugs filled with nationalist fervor, though a few are skilled spies and assassins. They believe that if they are successful, Egypt will be free to shape her own destiny, heralding a golden age. Death in the course of their duties is not to be feared, for their devotion assures them a place in paradise.

Ally 1

Archetype: *Cultist*; **Motivation:** *Faith*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Brawl 4, Demolitions 4, Firearms 4, Melee 4, Stealth 4

Talents: None

Resources: Rank 1 (Claws of Sekhmet; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 4N, Dagger 5L, Light revolver 6L

Cult of the Black Sepulcher

The Pharaoh Nephren-Ka built around it a temple with a windowless crypt, and did that which caused his name to be stricken from all monuments and records.—H. P. Lovecraft, The Haunter of the Dark

For thousands of years, the Cult of the Black Sepulcher has watched over a tomb in a hidden valley in Egypt, patiently waiting until the stars are right and murderously protecting the entrance from would-be defilers.

The Black Sepulcher is named for the color of the immense granite door that blocks the entrance to the tomb. None can say with any authority who lies beyond the slab that guards the entrance, for within the cult he (or possibly she) is known only as He Who Will Arise. All that is carved on the slab is a single line of Arabic script of uncertain antiquity—"That is not dead which can eternal lie." If the cult's history, which claims to originate in Ancient Egypt, is as authentic as it claims, the line was carved many centuries after the tomb was sealed.

Adherence to sacred duty does not prevent speculation, though. Some cultists believe the unknown occupant is Tchatcha-em-Ankh, a

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mighty sorcerer who served under King Khufu. Others say it is Akhenaten, the heretic pharaoh who sought to introduce monotheism to Egypt through worship of the Aten; Queen Nitocris, who avenged the murder of her brother by drowning his slayers; or Nephren-Ka, the so-called Black Pharaoh who ruled at the end of the Third Dynasty and whose name is known only in occult tomes of uncertain authorship.

Whoever rests inside communicates with his chosen disciples only through their dreams, appearing only as a shadow. In their nocturnal visions he promises that those who protect his earthly shell, those who bow before him when he arises, shall receive all the wisdom of the ancients for their service.

Until then, he imparts only fragments of knowledge—knowledge that elevates some to greatness and descends others into the torment of unending madness.

Rupert Stafford

The son of a British diplomat posted to Egypt, young Stafford grew up around the people and monuments of that ancient land. On attending university, it was only natural that he devote himself to academic study of the land he knew so well.

Although bright and keen, Stafford was an average student, lacking the willingness to engage in the patient research that forms the backbone of archaeology. A daydreamer, he often thought of the glory that would come from unlocking the past, but he wanted instant gratification.

His rise to fame began shortly after acquiring a defaced statuette of an unnamed pharaoh from an antiquities dealer in Cairo. The figurine was hardly a masterpiece, and yet Stafford felt drawn to it. For his part, the dealer seemed keen to be rid of the object, and Stafford paid only a pittance.

A few nights later, Stafford dreamt he was in a remote spot in the Egyptian desert. There he met a man, a Bedouin, who told him that a great secret lay beneath his feet, a secret that would bring him a taste of the glory he so desired. Stafford dismissed his vision on waking, putting it down to too much cheese before



bed. The following night, the vision returned. And the next, and the next.

Eventually securing appropriate funding, Stafford launched a small expedition. After two weeks of excavation, he unearthed a small pyramid lost beneath the sands, the first to be found for many long years. Stafford was propelled into the academic limelight.

Stafford is now a man in his late seventies. A respected scholar and authority on Egypt, his dreams have led him to numerous finds and much acclaim. More importantly, they have taught him strange and potent rituals.

The Egyptologist has become a devout follower of He Who Will Arise, believing that his waking is imminent. When he does, Stafford will be able to question his master about life in Ancient Egypt, unlocking secrets that have perplexed academics for millennia. Eternal glory shall finally be his!

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Until that day dawns, Stafford does what he can to conceal the existence of the Black Sepulcher (which he has visited several times). Partly this is because of academic paranoia—Stafford knows he has but few years remaining, and he is determined that no one else will claim his prize. Partly it is because he is now insane, an ardent follower of whatever dark and powerful entity lies entombed beyond the black door.

Most often he need only publish a paper dismissing claims that a lost tomb exists in the area to ensure budding globetrotters receive no funding from official sources. When that route fails, he is not afraid to take more drastic, and permanent, action.

Patron 2

Archetype: *Academic*; **Motivation:** *Glory*; **Style:** 2

Primary Attributes: Body 2 (3), Dexterity 2, Strength 3, Charisma 3, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 6, Defense 4 (5), Stun 2 (3), Health 6 (7), Horror —

Skills: Academics: Occult 5, Academics: History 8, Anthropology 5, Bureaucracy 5, Con 8, Expeditions 5, Firearms 5, Investigation 6, Linguistics 6, Magic: Old Ways (Egyptian) 8

Talents: Artifact 1 (Ankh)*. Magical Aptitude (Can cast rituals), Skill Aptitude (+2 Academics: History rating), Skill Aptitude (+2 Con rating)

Resources: Rank 3 (Cult of the Black Sepulcher; +4 Social bonus), Rank 1 (Osiris Club; +2 Social bonus)**, Status 3 (Respected Egyptologist; +4 Social bonus)

Rituals: Alter Visibility, Harm, Raise Dead, Spirit Binding

Flaws: Elderly (–2 penalty to any roll where strength, speed, or endurance is a factor; +1 Style point whenever his age slows him down or he is taken advantage of because of it), Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 1L, Heavy revolver 7L

* Bonus Resource from his cult Rank. The +1 Body bonus is included in his statistics in parentheses.

** Bonus Resource from his Status.

Typical Member

Some are drawn to the Cult of the Black Sepulcher by promises of power. Others seek enlightenment at any price. Among their number are businessmen and academics, military officers and artists. All share the cult's aims—to safeguard the tomb and to honor its occupant through rituals handed down over countless generations.

The following member is a museum curator, the sort of individual who might be approached by globetrotters to aid in their investigations. As part of his duties he seeks to uncover clues as to the identity of the tomb's occupant, and mislead others who might search for its location by supplying erroneous information.

Ally 1

Archetype: *Academic Cultist*; **Motivation:** *Truth*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Academics: History 4, Brawl 4, Con 4, Investigation 4, Linguistics 4

Talents: None

Resources: Rank 1 (Cult of the Black Sepulcher; +2 Social bonus), Status 1 (Curator; +2 Social bonus)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 4N



"There's something damnable about him—something reptilian. My gorge always rises at him. I should put him down as a man with secret vices—an evil liver." —Arthur Conan Doyle, Lot No. 249

Obese and odious, and a bully by nature, Edward Bellingham was a student of Eastern languages at Oxford University. Indeed, he was considered by many of his fellow students to

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be a master of the Semitic tongues, speaking to natives as if he shared their bloodline, and carrying with him an air of authority, or perhaps secret knowledge, that caused them to treat him like royalty.

At some point during his travels to the Sudan, Bellingham discovered an Egyptian papyrus of great age. Able to read the ancient symbols, he learned it was a magical text. This was no occult ritual to be mastered only by a student of the arcane arts, but words of true power that anyone with sufficient willpower could recite to breathe life into preserved corpses and bind them to one's will. A man of sufficient wealth, he promptly purchased a mummy at auction.

Successfully awakening the mummy as his servant in his college lodgings, Bellingham used the undead creature as an instrument of vengeance, striking at those who had crossed words with him. His short-lived reign of terror (which fortunately resulted in no fatalities) came to an end at the hands of Abercrombie Smith, a fellow student. At gunpoint, the fat scholar was forced to smash and burn his precious mummy, and then throw the magical papyrus into the flames.

Bellingham left Oxford soon after the incident, supposedly for the Sudan. Having tasted power and having commanded the dead once, Bellingham scours the bazaars in the vain hope of finding another papyrus that will enable him to give life to mummies. When he does, he intends to make all those who humiliated him suffer.

Edward Bellingham

Patron 2

Archetype: *Occultist*; **Motivation:** *Revenge*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 3, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 6, Defense 5, Stun 3, Health 6, Horror —

Skills: Academics: History 6, Brawl 5, Diplomacy 6, Empathy 6, Intimidation 6, Investigation 7, Linguistics 9



Talents: None

Resources: Contacts 1 (Antiquities dealers; +2 bonus), Status 1 (Among desert peoples; +2 Social bonus)

Flaws: Obese (+1 Style point whenever his weight slows him down or causes him difficulty), Repulsive (+1 Style point whenever his repulsive nature causes him or his allies to suffer in social situations)

Weapons: Brawl 5N



"In my mind, it merged with that of Priestess Eleuia: everything a man could desire or aspire to, a woman who would suck the marrow from your bones and still leave you smiling." —Alette de Bodard, *Servant of the Underworld*

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When the rains failed and famine loomed, the Aztecs chose a sacrifice to offer to the gods. Such was the fate of Eztli, the most beautiful woman in her village. Her fate was to be killed by poison and her body mummified. Using dark rituals, the priests bound her soul to her corpse, ensuring through a mystic ward that it would continue to charm the gods into delivering life-giving rain and could not seek revenge on the living.

Time passed and the Aztec culture diminished. Eztli slumbered on in the pyramid housing her remains until a few years ago, when she was discovered by archaeologists and shipped to Great Britain for public display.

Eztli would likely have slept until Judgment Day, had a careless museum worker not accidentally broken the jade mask placed over her face while trying to peek at the visage beneath. Her soul released from its bondage, the

withered husk sprang to life and, planting her lips on the startled worker's face, sucked the life from him. In doing so, Eztli's mummified form was transformed into the beauty she was in life. Her victim was left an empty husk, the marrow drained from his bones.

Her new life was soon found to be as much a curse, though, for each night of the full moon she decayed back into a horrific mummy. Only by consuming the life of others could she have the life she so desperately desired.

Adopting the name Estelle Sanchez, Eztli has charmed her way into high society. It is a world of dancing and music, of fun and frivolity, of light and wonder, and she has no thoughts of giving it up just because a few insignificant mortals have to die.

Eztli (aka Estelle Sanchez)

Patron 1

Archetype: *Undead*; **Motivation:** *Survival*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 5, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 4, Defense 4, Stun 2, Health 5, Horror — (4 in normal form)

Skills: Athletics 5, Brawl 7, Con 8, Connoisseur 4, Empathy 4, Linguistics 3, Performance 6

Talents: Charismatic (+1 Charisma rating), Strong (+1 Strength rating)

Resources: None

Flaws: Secret (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

Weapons: Kiss 7L, Punch 7N

Desiccating Touch: The mummy's Brawl attacks inflict lethal damage. Every two points of nonlethal damage inflicted does one point of lethal damage instead. Leftover points do nonlethal damage, as normal.

Eztli's desiccating touch works only through her kiss, and then only on nights when the moon hangs full in the sky. At other times, her kiss produces no harmful effect.

Mesmerize: As per the Captivate Talent, except she makes a Charisma + Willpower roll in place of Performance.



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Kharis Bey

The fear of death follows from the fear of life. A man who lives fully is prepared to die at any time. —Mark Twain

For some, death holds no fear. Whatever lies beyond, it is to be embraced, if not especially sought after prematurely. For others, the thought of dying is a terrifying experience. Kharis Bey falls into the latter camp.

Kharis Bey has much. His astute business dealings have ensured he is extremely wealthy. He is popular both with the common people of Egypt and their British overlords, giving lavishly to charity and throwing extravagant parties for the well-heeled. He has many friends and admirers, and very few enemies. What he does not have, and cannot buy, is time.

Kharis Bey is dying of cancer and he knows it. He has consulted a number of physicians and all have given him the same diagnosis. At best, he has a few years to live. At worst, a few months.

A student of history and a collector of antiquities, Kharis Bey has turned to magic in a bid to cheat death. Aware that rituals cannot cure him of his cancer, he instead searches for the legendary secret of mummification in order that he might live on as a living mummy.

Although a man of good heart, one who would likely use eternal life to the betterment of others, the approach of death has tainted the businessman's soul. Not every collector of papyri and artifacts is prepared to sell, forcing Kharis Bey to take more drastic measures. Unwilling to act in person, and having at his disposal a large number of mummies of no historical importance, he has taken to animating the dead to steal what he desires. Driven to the point of righteousness, Kharis Bey cares little for any "collateral damage" his undead servants might inflict in the course of their duties.

Kharis Bey

Patron 2

Archetype: *Businessman/Occultist*; **Motivation:** *Faith*; **Style:** 2



Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 5, Stun 3, Health 7, Horror —

Skills: Academics: History 6, Academics: Occult 6, Academics: Religion 6, Connoisseur 5, Diplomacy 6, Firearms 6, Investigation 6, Linguistics 6, Magic: Old Ways (Egyptian) 8

Talents: None

Resources: Contacts 1 (Political; +2 bonus), Refuge: Security 1 (-2 penalty), Status 1 (Businessman; +2 Social bonus), Well-Connected (Can boost his Contacts as if it were a Talent)

Rituals: Raise Dead

Flaws: Dying (+1 Style point whenever he is incapacitated by sickness or forced to confront his mortality)

Weapons: Light revolver 6L

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Neferka

For now I will stretch out my band, that I may smite thee and thy people with pestilence; and thou shalt be cut off from the earth.

—Exodus 9:15

The Turin King List, a papyrus dating to the middle of the New Kingdom, lists the names of every pharaoh back to the dawn of time. Among those of the Old Kingdom's Sixth Dynasty is Neferka ("Beautiful spirit"), a pharaoh whose reign lasted just a single year. Some scholars believe he did not actually exist, his inclusion being the work of a scribe who mistakenly confused him with his predecessor, Neferkare Pepi II.

Neferka was the son of Pepi II and enthroned

as his co-regent. Old by the time he ascended the throne (his father, if the King List is correct, ruled Egypt for 94 years and had been pharaoh for 78 years), the pharaoh was also a leper. As a divine entity, his courtiers feared his corrupted flesh would sicken the land and people, and so plotted his death. Unwilling to thrust a dagger through his heart lest they become infected, they slipped poison into his food.

Despite his illness, Neferka was duly mummified. Eager not to spend too much time in his vicinity, the priests did a poor job. Pepi II died 15 years later. Although there were a handful of short-lived pharaohs after him, the Old Kingdom died within three years of his passing. It is written that the land was stricken by plague and descended into chaos.

Neferka has not slept peacefully. Angered at his untimely death and the treachery of the courtiers toward his divine person, he has risen periodically to enact revenge on mankind. Whether his awakening was caused by, or was the cause of, pandemics is unknown even to Pharaoh. It is fact that he walked the earth around 165 AD, when the Antonine Plague ravaged Europe and again in 541 AD, when the Plague of Justinian swept the land. He witnessed the plague of the 14th century. In 1889, at the start of an influenza pandemic, he arose again.

This time, though, he awoke not in a tomb, but in a strange city. In the intervening years, his tomb had been discovered and his mortal remains transported far from the shores of Egypt. The pharaoh has two goals. First he plans to enact vengeance on those who have defiled his tomb, and then he intends to blight the land with pestilence.

Neferka's mummy is in a poor state thanks to the poor mummification process and his diseased flesh. He resembles a walking skeleton, his bones bound together only by black linen wrappings. His right leg is bent at an unnatural angle thanks to the bungling of the priests.

Neferka

Patron 2

Archetype: *Undead*; **Motivation:** *Revenge*;

Style: 2

Princes of Darkness

Primary Attributes: Body 4, Dexterity 3, Strength 3, Charisma 1, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 6, Defense 7, Stun N/A, Health 10*, Horror 4

Skills: Athletics 7, Brawl 8, Intimidation 8, Linguistics 5, Stealth 7

Talents: Fearsome (Can temporarily frighten opponents), Robust (+2 Health rating), Skill Aptitude (+2 Intimidation rating)

Resources: None

Flaws: Lame (-2 Move rating; +1 Style point whenever he is unable to outrun danger, or if his bad leg gets him into trouble)

Weapons: Punch 8N + Infection

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Body of Dust: The mummy can pour itself through small gaps at Move 1.

Infection: The mummy's touch can infect a mortal with a virulent rotting disease. The infection Difficulty is 3 (if struck by its bare hands in combat) or 5 (if the contact is prolonged, such as through a grapple). The recovery Difficulty is 4.



Like Akhenaten, ages later, he was a heretic against the Gods of the Nile, turning from their worship to give homage before the dark fanes of those even more ancient Ones whose names we are not meant to utter aloud. —Lin Carter, Curse of the Black Pharaoh

Little is known about pharaoh Seth-Peribsen ("He who comes forth by Set's will"). He ruled during the Second Dynasty (c. 2890 – c. 2686 BC), but no Egyptologists know the length of his reign or his position in the order of Egypt's early rulers.

Even in those dawn times, the pharaohs held Horus as their patron. Seth-Peribsen, in a break of tradition, chose for his divine patron Set, the god of chaos and storms. Pharaoh held no love for the old ways and immediately set about erasing the cult of Horus. The tombs of his predecessors were sacked and their funer-

ary goods scattered, temples to Horus toppled, and priests butchered for refusing to recant their supposed heresy.

At first unconcerned with the affairs of Pharaoh, the people began to turn against their lord as his wickedness affected the very land. The floods did not come to fertilize the land, crops withered in the fields as the relentless sun beat down with greater intensity, and stomachs began to growl. Such was his evil nature that it was said plants decayed in his presence and a touch from his fingers could drain a man of life.

The result was a long and bitter civil war. Despite commanding much of the army, Seth-Peribsen lacked the support of the people and the priesthood of old. It is not recorded where and how Pharaoh fell, only that he was defeated and order restored to the universe.

Seth-Peribsen's corpse was stolen away by his fervent supporters and entombed in secret in the deep desert. Pharaoh had little to fear from death—already preparing for the future, Seth-Peribsen had commanded his magicians to create a phylactery for his soul.

While he slept, his successors worked to remove his name from history. References to his reign were scrubbed from official lists and records, stelae bearing his name were defaced so that none might utter the accursed syllables and so give strength to his spirit, and the cult of Set was ruthlessly crushed. Alas, the evil could not be stamped out entirely. Throughout the ages, the cult tended the pharaoh's tomb, protecting it from trespassers and preparing for the allotted time when Seth-Peribsen would awaken. Millennia have passed, but that time has finally dawned.

Seth-Peribsen's goal is as simple as it is complex—he wants to plunge the entire world into chaos. While the great empires could be goaded into war, such conflict is likely to span an entire world. Instead, he seeks the Star of Set, a fabled occult relic that will allow him to manipulate global weather. Should he succeed, countless millions will perish from starvation, disease, and drowning.

Pharaoh's cult is loyal, but they are merely brutal thugs. To that end, Seth-Peribsen has been forced to enter society to search for the artifact. Fully-regenerated, he poses as an oc-

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cultist (under the pseudonym Ahmed Bey) interested in Egyptian magic and occult studies, in addition to purchasing occult artifacts.

In order that the nature of his quest remains secret, Pharaoh murders each occultist or scholar he questions about the Star of Set. Unfortunately for Seth-Peribsen, a spate of sudden deaths among scholars is the very thing guaranteed to raise the suspicions of globetrotters.

Given his desiccating touch would reveal him as something inhuman, Seth-Peribsen is forced to wear gloves. He refrains from shaking hands, claiming he has a skin condition that makes physical contact painful.

Seth-Peribsen (aka Ahmed Bey)

Patron 3

Archetype: *Undead Occultist*; **Motivation:** *Faith*; **Style:** 3

Primary Attributes: Body 5, Dexterity 2, Strength 5, Charisma 3, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 7, Perception 7, Initiative 5, Defense 7, Stun N/A*, Health 9, Horror —

Skills: Academics: Occult 6, Athletics 6, Brawl 11, Diplomacy 6, Empathy 5, Intimidation 6, Investigation 5, Linguistics 5, Magic: Old Ways (Egyptian) 9

Talents: Fearsome (Can temporarily frighten opponents), Inspire (Grant +2 bonus to allies), Strong (+1 Strength rating)

Resources: Status 1 (Occultist; +2 Social bonus)

Rituals: Control Weather, Elemental Fury, Empower, Nature's Wrath, Summon Horror

Flaws: Megalomania (+3 Style point whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons: Punch 11L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Desiccating Touch 2: The mummy's Brawl attacks inflict lethal damage. Every two points of nonlethal damage inflicted does one point of lethal damage instead. Leftover points do nonlethal damage, as normal. The mummy also has a +2 bonus to its Brawl rating.

Phylactery: If the mummy's physical form is destroyed, its spirit automatically retreats to its phylactery to await rebirth.

Renewed Form: The mummy's physical appearance is as it was in life.



"I know it to my cost, I who have floated down the whole stream of history. I was old when Ilium fell. I was very old when Herodotus came to Memphis. I was bowed down with years when the new gospel came upon the earth. Yet you see me much as other men are, with the cursed elixir still sweetening my blood, and guarding me against that which I would court."

—Arthur Conan Doyle, *The Ring of Thoth*

Not all mummies are deranged psycho-

Princes of Darkness

paths intent on vengeance. Some desire only release from their cursed existence. Some may even hire globetrotters as their agents. Sosra is one such mummy.

Born during the reign of Thutmose I, some 1500 years before Christ, Sosra was the son of a priest of Osiris. Educated at the temple, he was trained in the arts and lore of his people. An adept pupil, he mastered all the priests could teach him by the age of 16. Craving yet more knowledge, he began to delve into the deeper mysteries of life, with specific attention to fortifying the body against death.

Experimenting on animals, then slaves, and finally himself, he developed a serum that, while it would not grant true immortality, would stave off death for many millennia. This was no magician's elixir, but a chemical formula. Thinking nothing of what the future might hold, he injected the serum into his veins.

Keen that he should not endure the centuries alone, he revealed his secret, and administered the formula, to a close friend, a priest of Thoth named Parmes.

Even the strongest bond between brothers can be broken, and one means to that end is a rivalry in love. Both Sosra and Parmes fell in love with Atma, the new governor's daughter.

Though Sosra's love was deep, the gods had other plans. Within a day of the immortal declaring his love, Atma was struck down with plague and died. Maddened by grief, Sosra tried to end his own life, but neither blade nor poison could overcome the formula that coursed through his body and warded him from death's cold embrace.

Parmes, equally grief-stricken, also sought the embrace of death. Whereas Sosra had forsaken his studies of late, Parmes had worked on creating a counter formula, for he had the wisdom to foresee that immortality was a curse, not a boon. Taunting his love rival, Parmes revealed that the key ingredient to his formula existed in only a minute amount and that it had been concealed in the Ring of Thoth, a platinum ring set with a hollow crystal. By dawn, Parmes was dead. Sosra searched long and hard for the ring, but he could find no sign of it among his old friend's possessions.

Carried away as a slave soon after by the

invading Hyksos, Sosra eventually returned to Egypt to find his home in ruins. The temple of Thoth, in which likely lay the ring, had been looted and the grave of Atma swallowed by the ever-hungry desert.

His eyes have seen empires rise and fall. He has watched countless men and women age and die. He has mingled with the great figures of history. He has owned fabulous wealth and suffered abject poverty. Yet in the 3,500 years he has endured, his love for Atma has not diminished one iota. Still he seeks the Ring of Thoth, for through that only can he finally join with his beloved in the afterlife.

Sosra

Patron 2

Archetype: *Undead Priest*; **Motivation:** *Love*;

Style: 2



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Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 7, Defense 6, Stun N/A, Health N/A, Horror —

Skills: Academics 6, Craft: Pharmacology 6, Diplomacy 4, Expeditions 6, Intimidation 4, Investigation 6, Linguistics 8, Melee 5, Science 6

Talents: Well-Educated (Treats Academics as a general Skill), Well-Educated (Treats Science as a general Skill)

Resources: Contacts 1 (Egyptologists; +2 Social bonus)

Flaws: Blasé (+1 Style point whenever his indifference causes harm), Vow: Find the Ring of Thoth (+2 Style points whenever he has to make a major sacrifice in order to keep his vow)

Weapons: Punch 1N, Dagger 6L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

Immortality: Sosra is immune to all forms of damage, as well as disease, starvation, poison, and aging. This is not the same as the Invulnerability special power, for Sosra has no canopic jars or other sacred objects from which he draws power or whose destruction would weaken him. While his body may be preserved against death, Sosra never actually died. As a result of his unique status, he has no other supernatural abilities.

Thorfinn Odinnson

*I know that I hung on a windy tree
nine long nights,
wounded with a spear, dedicated to Odin,
myself to myself,
on that tree of which no man knows
from where its roots run. —Hávamál*

Not all Norwegians welcomed the arrival of priests of the White Christ (Jesus) in the late 10th century. Even when King Olaf Trygvason (r. 995-1000 AD) converted to the new faith, there were many who clung to the beliefs of their forefathers.

Thorfinn Odinnson, a minor chieftain, was a fanatical follower of Odin, the god of death and gallows, battle and sorcery. Such was his devotion that he plucked his own left eye to mimic his god and hung from an ash tree for nine nights in order to learn the arcane secrets of the runes. Standing over 7 feet tall in his woollen socks, the Viking was said to have the blood of giants coursing through his veins.

Eventually outlawed for performing human sacrifice, for rallying opposition to the king, and for slaughtering without mercy any who adopted the new religion, Thorfinn and his followers fled into the high mountains. Rumors of barbaric offerings and dark rituals filtered back to civilization, forcing the king to take action.

Thorfinn and his followers were eventually hunted down and, after a fierce fight, put to the sword. Only Thorfinn escaped, though not without mortal injury. Before succumbing to



Princes of Darkness

the bitter cold of a blizzard that rose out of nowhere, his final breath was a dark vow to Odin. Self-cursed, Thorfinn's soul was never claimed by the Valkyries. Instead, it remained tethered to his mortal remains.

The Viking's frozen corpse was discovered a decade ago by a farmer searching for a lost goat. Believing the find might be worth a few coins to scholars, the farmer hauled his prize down the slopes and into his meager hut. Intent on stripping the corpse of any valuables, the farmer failed to notice the withered flesh twitch into life until he felt powerful hands around his throat.

Terrified, the farmer raised his Thor's amulet in a vain hope of protection, for like his ancestors he still held to the old ways. Much to his relief, the pressure eased. Throughout the rest of that night the farmer told the ancient Viking of what had transpired since his death, how Christianity had driven the old religion into the deep shadows, how his ancestors had given up their warrior ways in return for a life of farming and fishing.

Thorfinn has since become the focal point for a small cult dedicated to the darker aspects of the Norse gods. His long-term goal is to see Christianity swept aside and the religion of his forefathers reinstated as the national faith. First, those who have besmirched the ancient beliefs, reduced them to folk stories, must be reminded of its true and terrifying power.

Thorfinn Odinnson

Patron 2

Archetype: *Undead Clergyman*; **Motivation:** *Faith*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 6, Charisma 3, Intelligence 2, Willpower 4

Secondary Attributes: Size 1, Move 8, Perception 6, Initiative 4, Defense 5 (7), Stun N/A, Health 9*, Horror 4

Skills: Academics: Religion 5, Athletics 8, Brawl 8, Intimidation 8, Magic: Old Ways (Norse) 7, Melee 8, Stealth 5**

Talents: Fearsome (Can temporarily frighten foes), Giant (Size 1), Parry (Can Parry as a reflexive action)

Resources: None

Rituals: Empower, Fear, Summon Animal (bears, ravens, and wolves only)

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking), One Eye (+1 Style point whenever he critically misjudges distance or is blindsided by someone)

Weapons: Punch 7N, Sword 11L

* *Mummies are immune to nonlethal damage and cannot be stunned.*

** *Thorfinn has a -1 Size penalty to Stealth rolls.*

Hardened Body: Thorfinn has +2 Passive Defense.

Inhuman Strength: The mummy has +1 Strength rating.

Summon Animal: Thorfinn can summon a single raven swarm or a number of bears or wolves equal to his Charisma rating once per day. The creatures must be in the nearby vicinity (they do not appear out of thin air). The creatures are completely beholden to the mummy.

Persons of Note

The following notable persons may serve as patrons, contacts, or fellow League members whom the globetrotters may have cause to encounter on their quest to explore the wonders of Egypt or combat its animated dead.

Barsanti, Alessandro (1858-1917): An architect and Egyptologist, the Italian is most noted for the discovery of Akhenaten's tomb in 1891-92.

Borchardt, Ludwig (1863-1938): Borchardt, a German architect and Egyptologist, along with Maspero, produces the first catalog of the Egyptian Museum (1895).

Breasted, James Henry (1865-1935): Born in America, Breasted studies for his PhD in Egyptology at the University of Berlin, which he achieves in 1894. He is the first American to obtain a PhD in the subject.

Budge, Ernest Alfred Thompson Wallis (1857-1934): An English Egyptologist, Orientalist, and philologist, Budge becomes Assistant Keeper of the British Museum's Department of Egyptian and Assyrian Antiquities

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Organizations

The Leagues may be interested in the study of ancient Egypt, but they are not the only organizations.

Egyptian Antiquities Service

Established in 1859 by Muhammad Sa'id Pasha, Vicroy of Egypt to prevent the despoiling of his country's heritage, the Egyptian Antiquities Service is responsible for the conservation and protection of ancient sites, as well as issuing excavation licenses. Any globetrotters who wish to legally excavate in Egypt will need to contact them and secure the proper paperwork. During the 1890's, the organization is managed by the French. Below are the directors during the period of *Leagues of Adventure*.

Eugène Grébaud (1886-1892)
Jacques de Morgan (1892-1897)
Victor Loret (1897-1899)
Gaston Maspero (1899-1914)

Egyptian Exploration Fund

Founded in 1882 by Amelia Edwards (1831-1892) and Reginald Stuart Poole (1832-1895), the EES exists to provide funds for those who wish to excavate in Egypt and Sudan. Although it works very closely with the Osiris Club, EES funding is open to members of any League.

Anyone seeking funding may make a Charisma + Skill roll. The Skill used depends on the nature of the request. Academics: History and Diplomacy are the best candidates, but any Skill the Gamemaster approves can be used. The petitioner adds in Social bonuses from his League Rank and Fame or Status, so long as the latter are related to Egyptology or an applicable profession (such as artist or engineer). Each success earns the petitioner £25 with which to purchase equipment.

in 1891 and Keeper in 1894. Among his many publications is a translation of the *Book of the Dead* (1895).

Carter, Howard (1874-1939): One of the

youngest members of the Osiris Club, Carter arrives in Egypt in 1891. He spends much of the decade recording the excavations of other Egyptologists, working first at Beni Hasan, then Amarna (1892) and Deir el-Bahari (1894-99). As the decade ends, he is appointed the first Chief Inspector of the Egyptian Antiquities Service.

Chassinat, Émile Gaston (1868-1948): Appointed director of the French Institute for Oriental Archaeology in Cairo in 1898.

De Morgan, Jean-Jacques (1857-1924): A mining engineer and geologist before moving into Egyptology, de Morgan excavated at Memphis and Dashur. He is best known for his drawings of pyramids.

Fraser, George Willoughby (1866-1923): A member of the Society of Civil Engineers, Fraser is frequently patronized by the Osiris Club for his talents as a draftsman.

Kamal, Ahmed (1851-1923): The first native Egyptologist, Kamal is a curator at the Egyptian Museum in Cairo.

Maspero, Gaston Camille Charles (1846-1916): A French Egyptologist, Maspero introduced the notion of charging tourists to visit sites, thus providing funds for their upkeep. He spends the decade in Paris, returning to Egypt only in 1899 to take up the post of director-general of the Egyptian Antiquities Service.

Murray, Margaret Alice (1863-1963): Murray begins studying Egyptology at University College London in 1894. In 1898, Flinders Petrie appoints her as Junior Professor, making her the first woman to become an archaeology lecturer.

Petrie, Flinders (1853-1942): The father of modern archaeology, he espouses a systematic approach to excavation and preservation. He continues to work in the field, despite being appointed the first Edwards Professor of Egyptian Archaeology and Philology at University College London in 1892.

Pleyte, Willem (1836-1903): Director of the Dutch National Museum of Antiquities (1891).

Steindorff, Georg (1861-1951): Appointed chair for Egyptology at the University of Leipzig (1893). His time in Egypt is spent buying small pieces for the university's fledgling museum.

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Death awaits on swift wings for those who disturb the dead, for death is just the beginning of a new life!

Relentless and remorseless, living mummies are a staple of the Gothic Horror and pulp genres. This detailed sourcebook unwraps the mysteries of the iconic fiends, allowing the Gamemaster to use them as villains in his adventures.

Contents include a look at the ancient embalmers' art, how living mummies come to be and their motives, traps and curses fit to guard any royal tomb, a range of supernatural powers that allow Gamemasters to make mummies unique foes, statistics for stock mummies, and a number of unique cults and villainous mummies.



Leagues of Gothic Horror is a Horror roleplaying game from Triple Ace Games.



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