Mummy: the Curse

Duat is a dark and sandy realm, held ever in the jaws of Ammut, the Devourer, who hungers for the universal life energy Sekhem. The 42 Judges of Life who rule Duat sought to steal mortal souls and the Sekhem they produced from the mundane world in order to sate Ammut's hunger, but their brother Sutek, god of will, proclaimed that mortals would be given a choice: those who submitted to the Judges and their Law of Suffering could be sacrificed to Ammut but those who chose their own wills could ascend instead to starry A'aru. So saying, Sutek ripped out his left eye and created from it Anpu, god of the dead, to protect souls in their journey through Duat and ripped out his right eye to make Re, god of the sun. Now blind and powerless, the Judges attacked their brother and cut off his genitals, casting them into the Nile to make Azar, god of law.

But the Judges were not satisfied, for the gods were children of Sutek and could be disobedient. They created a new order of beings in their own image, the Temahk. These shapechanging creatures were set to teach the Law to humans so that they could be judged while also teaching them to break the Law so they could be found guilty and fed to Ammut. The Temahk learned the secret arts of shaping Sekhem from Azar and then spread across Africa to shepherd the humans. In time, they followed ghosts to the gates of Duat and met Anpu, who turned them back. Then they met Ammut, who told them the Judges would never allow them into Duat but rather leave them forgotten on Earth when the last mortal died and went to their side. Incensed, the Temakh used their magic to name Azar king and killed him. They cut him into 43 pieces and fed 42 of them to the mortal woman Aset so that she could smuggle Azar into Duat within her soul.

Their plan succeeded, just as the Judges secretly intended. Their creation Azar took Anpu's place and cast him out to guard the boarder of Duat. The Temakh did not understand why Azar did not call them to his side and again contacted Ammut. She told them they had been disobedient in Azar's command to teach mortals civilization and that this was why he spurned them. The Temakh took human forms and a new name: the Shan'iatu. They gathered the surrounding tribes and built the world's first empire, the Nameless Empire ruled from Irem of the Pillars. They created a ritual king to rule as representative of Azar while they became a senate of mystics who taught humans to worship the Judges. They founded six guilds to teach the six kinds of magic and began conquering first modern Egypt, then south into Africa and east into the Middle East.

The Shan'iatu grew decadent, which eroded their spiritual powers until they were trapped in the forms of men. This frightened them, and they contacted Ammut one last time. She taught them a spell that she said would ensure Irem's teachings would never be forgotten so that they, their task done, could finally go to Duat. The Rite of Return would create immortals who could rise again and again to serve the Shan'iatu after they went to Duat to replace the Judges at Azar's side. The Shan'iatu sacrificed many slaves to Ammut in payment, and she would eat all but one of the Pillars of their souls to create the first mummies, the Shuankhsen who are twisted and hungry. The Shan'iatu took members of their guilds and ritually killed them, so that their souls would descend safely through Duat and stand before the Judges to make a Decree, a declaration of will that one of the five Pillars of their soul proved they deserved to live. Then the Shan'iatu sacrificed themselves and the empire they had built, hoping to take it with them into Duat. But the Judges mocked them and imprisoned their would-be usurpers, allowing them to eat naught but ash. Only when their new servants brought back sufficient Sekhem would their feast be temporarily transformed into meat and wine.

1461 years later, when the star Soqdet (called Sothis by the Greeks and Sirius by the west) returned to the same position in the sky under which they had died, the mummies woke in their tombs. Irem was gone, and in its place was a mundane mortal culture that remembered only a fraction of Irem's secrets. From then on they would rise when their tombs were defiled, or when their cults beckoned them back from the dead for a task, or on every 1461st anniversary of their original death, before sleeping once again. Now the Arisen search for Vessels and Vestiges, objects filled with Sekhem whether made in ancient Irem or by later cultures, so that they can be brought back to Duat.

The Arisen have mystical powers called Affinities, basic abilities that draw from their soul's Pillars or their Guild's lore, and Utterances, epic magic that must be invoked and cost points from a mummy's pool of Pillar energy. Pillars may be recharged once per day through an hour of meditation. Mummies can also spend their Pillars to heal or to temporarily improve their bodies. They cause a kind of madness in mortals who see their true corpse forms, linger in their tombs, or see them perform Utterances. Called Sybaris, it can cause mortals to attack or flee the mummy, becoming obsessed with them or with the concept of their own deaths and eternal legacies.

Mummies awaken as inhuman corpses with their full supernatural power and no identity beyond a desire to kill anyone who enters or violates their tomb. If outside their tomb, they will attempt to go straight there unless they sense a Vessel which is closer, in which case they will try to steal it before returning to the tomb. An hour later, the mummy returns to their senses and regains what memory they had the last time they woke. They begin to bleed Sekhem, losing their supernatural powers until they tire and must return to death.

Though good luck can make this descent last longer, in general the mummy stays as an obvious corpse for a day and a half, after which they begin to look like a mummified and preserved human. At this point, they have lost nothing unless they have pushed their stats to the absolute limit. They then have two and a half weeks in which they slowly bleed away any superhuman strength, intelligence, charisma, or so forth they have developed, after which they look human. Over the next few months, they start losing access to their most powerful Utterances. At the nadir of their power, they look ill and tired, able to last most of a year on average before finally losing the last of their Sekhem and returning to their tombs. Committing blasphemy against the religion of Irem can cause the Judge before which you made your Decree to rip power from you faster, while pleasing them can slow it. And during the Sothic Turn, when awakened not by mortals but the procession of the star Sothis, the mummy can survive forever, albeit only at their weakest level of power.

You and your companions work a bit differently, due to your nature. Time spent in other alt-forms does not count towards the loss of your Sekhem. Your Judge is also blocked from taking your final Sekhem point. If they object to a traveler from another universe exploiting their Rite of Return to their own ends, they must rely on more direct methods to get rid of you. The start of future jumps or the end of the chain will count as a new Sothic Turn, refreshing you to the height of your power and ensuring that the mere passage of time will not kill you. While you are also capable of going through henet or of ending a descent and being called back to a new one, these things aren't practical by default during the chain, where your death ends the chain and companions will already be resurrected without any effort, though they are still theoretically accessible through things such as certain 1-up perks. In future jumps, there will be no Judges to punish or reward you for your actions by hastening or slowing your descent.

Starting Location

Roll 1d8.

1) **Washington D.C., America-** A city of monuments built partially according to the geomantic designs of the Tef-Aabhi, this city is set to house many important mummies as the new Sothic Turn begins as part of a ritual to bless it as the new Irem. Unfortunately, the American government may start sticking its nose into Arisen affairs, mistaking the influx of clandestine activity by secret societies of middle easterners as the signs of terrorist networks instead of mummy cults
2) **Rio de Janero, Brazil-** Rio is dominated by Teshra-Gemet, an independent Alchemist who played the other merets off each other while her cult dominated all shipping and transport into or out of the city. Cristo Redentor, the city's famous statue, is actually an Effigy of Azar built by the Tef-Aabhi over an ancient obelisk inside the mountain. It allows the mummies of the city to stay alive longer, but also draws many of the necromantic chimeras called the Amkhata towards the city.
3) **Cuzco, Peru-** Cuzco drew little interest from the Arisen in the past, but recent archaeological finds have started a gold rush of mummies coming to unearth relics from mountain ruins to the consternation of the few local mummies who had already made the city home.
4) **Halifax, Canada-** Inter-guild conflict sparked when Africville, the part of the city the Arisen based most of their cults, was demolished to make an industrial distinct. Finger pointing and blame shifting turned to outright war, and the Tef-Aabhi even secretly sold several mummies to Last Dynasty International for their science experiments. Worse, an unknown mummy has created a geomantic trap which prevents vessels from being consigned to the Judges in Duat. The mummies search for this saboteur, who ironically has already forgotten their crime and whose cult now moves behind their back to destroy other Arisen.
5) **Hong Kong-** Hong Kong is under the control of the Sesha-Hebsu, who control the flow of mummies and vessels into and out of China through the port. Increasing Chinese control puts them on edge, as they fear the Tef-Aabhi who are powerful in the mainland may make inroads.
6) **Johannesburg, South Africa-** In the time of Irem, rebels performed blasphemous experiments here and the caves underground are filled with flesh eating horrors. But no mummy remembers that. They only know that there is a curse here which causes mined gold to be full of Sekhem. The city is locked in conflict between the Tef-Aabhi who want to redesign the city to end the curse and the Mesen-Nebu who want to keep the blessed gold flowing even if they have to destroy parts of the city to stop the Tef-Aabhi's work. Unbeknownst to any of them, the curse makes supernatural creatures more distrustful of each other and more prone to conflict, stopping them from solving things diplomatically.
7) **Wellington, New Zealand**- New Zealand was only recently settled by humans compared to the rest of the world, and many mummies here came seeking a place where they could build hidden tombs undisturbed by advancing technology. A shadowy group called the Netra-Peri kidnaps mummies who are straying from loyalty to Irem, leaving behind only a note that they required re-education, but recently the Arisen are beginning to fear that the Netra-Peri are secretly an anti-Irem cult who have been attacking vulnerable mummies and hiding it behind false accusations of heresy.
8) **Free Choice-** You can start anywhere you want in the World of Darkness.

Backgrounds

You will receive two backgrounds: the Guild you belonged to in your original life in Irem and the Decree you made before the Judges during the Rite of Return. Any background can be optionally taken as a drop in.

Decree

Anshem- Before your Judge, you declared that your Sheut, your shadow, was the most important part of your soul. The Jackel-headed are obsessed with the occult mysteries of death. Anshem can project their souls from their bodies to wander as incorporeal ghosts, can tell whether an object is a ghost's anchor at a touch, and can make themselves supernaturally hardy and resistant to emotional

manipulation. They regain Pillar points from using their wisdom to help mummies or cultists confront fears or by showing no fear in the face of possible destruction. They can regain all of their Sheut Pillar by seeing through a serious lie.

Deshret- Before your Judge, you declared that your Ba, your spirit, was the most important part of your soul. The Eagle-headed are driven and proactive, preferring to lead from the front and making the most of their short descents into the living world. Deshret push themselves harder when directly contesting their enemies or aiding their allies and can boost their own quick-witedness and resistance to mental control. They regain Pillar points from challenging themselves and regain all of their Ba Pillar when succeeding at a challenge where failure would have serious consequences.

Kheru- Before your Judge, you declared that your Ab, your heart, was the most important part of your soul. The Lion-headed are emotional and passionate, the Arisen who are still the most like humans. Kheru can easily learn others' desires, can steal emotions from others with a touch, and can supernaturally reinforce their charisma and strength. They regain Pillar points by reveling in victory over a rival or overcome challenges by manipulating others' emotions or through improvised and spontaneous action. An intense new emotional experience lets them refresh all of their Ab Pillar.

Nesrem- Before your Judge, you declared that your Ka, your essence, was the most important part of your soul. The Bull-headed are obsessive and unyielding, having declared that some part of their personality was important enough to spend eternity pursuing it. Nesrem become more effective after using intimidation or violence to compel others, are harder to damage while using the normal mummy power to regenerate wounds, and can boost their hardiness and resistance to mental control. They can regain Pillar points by succeeding at a challenge by ignoring extraneous details and can fully restore their Ka Pillar by leaving an enduring mark on history or by defending or seeing the effects of a legacy they already left behind.

Usheb- Before your Judge, you declared that your Ren, your name, was the most important part of your soul. The Snake-headed are clever and scholarly, believing that real power lies in knowing the true names of all things. Usheb are adept at talking people into violating their moral codes and learning about others when speaking to them and can boost their intelligence and skill at manipulation. They can regain Pillar points by uncovering knowledge about the past or by proving the superiority of the mind over emotions and physical strength. They can fully refresh their Ren Pillar by going out of their way to learn extraneous information not relevant to their current objectives.

Guild

Akhem-Urtu(Usheb only)- The Akhem-Urtu were once the guild who harnessed the purest expression of Sekhem: naming magic. They used transitory artistic performances such as poetry and singing to draw forth and give definition to the raw power of the universe. Now they are the Deceived, a lost guild that the other Arisen can barely remember. When the Shan'iatu were performing the Rite of Return, the seven masters of the Akhem-Urtu sought to betray their comrades and Name themselves above the others. But their treachery was discovered and they were betrayed in turn. The other Shan'iatu sabotaged their part of the Rite, ripping them apart and forever barring them from Duat.

The mummies of the Akhem-Urtu have no Judge, and instead are controlled by a fragment of the Shan'iatu who performed the Rite on them. This twists their bodies with strange mutations and forces them to obey the inhuman urges of their Shan'iatu master, which generally revolve around thwarting the designs of other mummies and the Judges, who the Akhem-Urtu Shan'iatu wrongly believe to be the Shan'iatu of the other five guilds after having successfully deposed the original Judges. As with the

Judges, your Shan'iatu possessor can drain your Sekhem, but only down to the last point and cannot kill you.

Maa-Kep- The Maa-Kep are a guild of middle managers and slave drivers. They were originally tasked with managing the mundane laborers of Irem, especially when helping the other guilds. They directed the slaves that mined raw ores for the Mesen-Nebu and who hauled the great blocks of the Tef-Aabhi's monuments. This close relationship opened their way to their other purpose: spies. They were directed to monitor the other guilds as they worked and ensure their loyalty to the Shan'iatu. The Maa-Kep specialized in the creation of Amulets, engraved tokens that represented their authority.

Mesen-Nebu- The Mesen-Nebu are the guild of alchemists. They studied the inner nature of Dedwen that underlies all things. Dedwen is the pure utility locked within matter, which can be transmuted from one form to another via alchemy. The Mesen-Nebu manipulated Dedwen just as much when they smelted ores to bronze as much as when they brewed transforming potions. The Mesen-Nebu specialize in Regia relics, which are the products of alchemy in the form of potions, metal art, or jewels.

Sesha-Hebsu- The Sesha-Hebsu are the guild of scribes. In Irem they specialized in record keeping and administration. They were called on as tax collectors, record keepers, and judges, leading to a feeling within the guild that they were above the others and should naturally be in charge of policing them, a position they fought with the Maa-Kep over. They specialize in Text relics, ancient scrolls that can contain occult secrets.

Su-Menet- The Su-Menet are the priests of the Arisen. In Irem, the Shan'iatu were the ones who allegedly communicated with the Judges and Azar to bring divine wisdom, but it was the Su-Menet who prepared people's bodies and granted them assurance of unending life. The risks of their rites going wrong and creating abominations with the slightest of errors left the Su-Menet extremely hidebound and unquestionably loyal to their ancient teachings. They specialize in Shell relics, magical items made from the preserved corpses of humans or animals.

Tef-Aabhi- The Tef-Aabhi are the youngest guild, with its original members drawn from the others. They were the builders of vast monuments and the designers of the geomantic web that spread throughout the empire's cities. The Tef-Aabhi favor slow, meticulous planning, the same kind they used to harness the heka, the magic, of human craftsmanship in enormous buildings. They specialize in Effigies, statues that grant power by mimicking the form of something in order to gain power over it.

Perks

Memory Unclouded (100CP)- The Arisen struggle to retain their memories. The Rite of Return grinds away identity to try to make them perfect unthinking servants unless they can find situations that remind them of their mortal lives or better yet relics they themselves crafted in fallen Irem. You, who receive a refresher on your memories at the start of each jump and who are probably surrounded by objects and even people from your time before the Rite, are unlikely to have much of a problem with it.

But just in case you want more protection, for 100 CP you can gain complete immunity to any effect that would cloud, distort, or destroy your memories. You'll also get permanent perfect recall with unlimited "storage" space so that you can always remember your unending journey through the ages.

Guildmaster (200CP)- Arisen are all equally old, but not equally competent. There were both luminaries and rank and file members among those chosen for the Rite. Complicating things even further are the vagaries of memory and the fact that some mummies were awoken far more often then

their brethren, giving them more time to explore their powers. You are on the high end of this scale, having much more experience with your powers than the average mummy and holding the highest of ranks in your Guild.

Mentaar (400CP)- Apotheosis, called Mentaar or Ascent in Iremite, is the process of freeing oneself from enslavement to the Judges. When Sutek died, his body discorporated into the flow of Sekhem and was absorbed by all living things, giving them the gifts of willfullness and rebellion. You learned how to climb the Ladder of Sutek, whose two pillars are Memory and Will. You chose to declare yourself Sutek even against the accusations of your Judge, and your son Azar could not help but bow before you. You reclaimed your true name from the Judges and ascended to Starry A'aru, where you wrote it on the Scroll of Ages. You are free from the control of the Judges and may again craft vassals according to the lore of your guild: Maa-kep can fashion Amulets, Mesen-Nebu can make Regia, and so forth. Your ownership of your true name allows you to mystically occlude yourself so that others have a hard time tracking you down or sensing you through mystical means. But while Apotheosis is normally a choice to abandon power in exchange for freedom, you have sacrificed nothing. You will continue to start each descent with your full Sekhem, rather than being permanently locked to its lowest level.

Note that the Akhem-Urtu normally expel their Temakh shard and become the servants of Fate in their version of Mentaar. You too are freed from possession by the Temakh but you otherwise achieve a state like a mummy of any other guild with this perk would, untroubled by the commands of Fate.

Shepard of the Damned (100CP, free Anshem)- Few people are comfortable with the dread aura and deathly nature of the Anshem, but there is one group that they call to. The morbid, the death-obsessed, the doomsayers who think the apocalypse is nigh, these will find you compelling. They will recognize in you a kindred spirit, albeit one even more steeped in the mysteries of death than themselves. You will find it much easier to entice them into your service or even your worship.

Mystical (200CP, discounted Anshem)- No one among the Arisen is as attuned to the mysteries of death and magic as one of the Jackal-headed. You are acutely aware of supernatural happenings and posses a deep knowledge of occult lore.

Promises of Power (100CP, free Deshret)- Some join the cults of the Arisen out of ambition, not faith. These cults are structured as conspiracies of mutual assistance, with the mummy being called to aid the cultists' ambitions in return for their service to the mummy's agenda. You draw the ambitious like a magnet, as they can sense that you are they key to their gaining ever greater power.

Warrior (200CP, discount Deshret)- Many among the Deshret were those who accompanied Irem's armies, maintaining their equipment and overseeing their organization. You are highly strong and agile and know your way around ancient weapons.

Cult of Personality (100CP, free Kheru)- The Lion-headed are the most likely to create cults devoted to a personal relationship with the mummy. You know how to come off as the kind of person that people would willingly follow and even how to exploit your relationships with others to indoctrinate them into worshiping you.

Personable (200CP, discount Kheru)- The Kheru are the Arisen who are most in-tune with humanity. You are highly charismatic and have great skill at manipulating others and talking them into seeing your point of view.

One of Us (100CP, free Nesrem)- Some cults are organized as families or even tribes, who shun outsiders and keep to traditions more ancient than even the family itself. You have a knack for ingratiating yourself into such small isolated groups, who tend to regard you as a kind of long lost cousin. If you live among them, you'll find they are much more willing to accept you as a leader or spiritual prophet that they otherwise would be.

Stalwart (200CP, discount Nesrem)- The Bull-headed are tireless and unflinching in their dedication to the cause for which they defined themselves before the Judges. You have great stamina and ability to remain true to your ideas, even in the face of deadly environments and magical mind control.

Mystery Initiation (100CP, free Usheb)- You know that knowledge is power and how best to doll it out to keep people coming back for more. You're an expert on drawing people into the web of a secret society or cult by identifying those who most want secret knowledge and parceling it out in a series of ever higher degrees of initiation into the mysteries you reveal in order to keep them loyal with the promise of ever greater secrets.

Wise (200CP, discount Usheb)- The Snake-headed know the value of the mind. You are highly intelligent and quick-witted, in addition to being widely learned on historical subjects that you've picked up over your long life.

Artist (100CP, free Akhem-Urtu)- The Akhem-Urtu used art to capture the Sekhem of the cosmos, binding it into the useful form of Seba. You have achieved the pinnacle of artistic expression, everything form music and dance, to storytelling and philosophy, to painting. Only metal-working is beyond your grasp, as that was the domain of the alchemists.

Enigma (200CP, discount Akhem-Urtu)- Some mummies, including all of the Akhem-Urtu, are protecting from discovery or investigation by their magic. Records are destroyed in accidents, hard drives get infected with viruses, or evidence decays abnormally quickly. This effect becomes even stronger when the Arisen actively tries to hide their activities, but doesn't effect the mummy's own cultists. You not only have the strongest version of this effect possible, but you have control over it. You can choose to turn it off, to only hide certain facts about yourself but not others, or to expand it to cover your cult as well.

Temahk's Expression (400CP, discount Akhem-Urtu)- Each of the Deceived have inherited a power from the Shan'iatu whose fragment possesses them. The servants of Am-Henuset can control emotion and steal willpower through music, while those of Hakkar-Zozer can drive men mad through fables. Neshebsut's mummies can make others unable to act without the Arisen's guidance after listening to their philosophies, and Siranuthis's can use song to draw out the darkest parts of listeners' personalities in immediate and powerful ways. The mummies of Kehetkhat and Nephir Un-Akh can both control minds, using bodily movements or oration respectively to hypnotize their victims. And finally, Tutkepertanu grants his slaves the ability to make paintings which can update to show the target's current actions, which can be used as a sympathetic connection that can transfer the effects of Arisen magic or harm the target if the painting is destroyed. You are unique in possessing all of these powers.

Unending (600CP, discount Akhem-Urtu)- The sabotaged Rite of Return cursed the Shan'iatu of the Akhem-Urtu to never leave the material world. They will continue to arise until the end of time, no matter if their bodies are destroyed, their canoptic jars smashed, and humanity is driven to extinction so that there are no more corpses for them to possess. Like them, after death you will revive when called back by your cultists or once every 1461 years, forming a new body from nothing if required. But that's

not useful to you on your chain, so as a bonus the first time you die in each jump, your chain will not end. Instead you will enter henet, a death cycle in which your spirit roams free from your corpse, returning to unlife after many days with your Sekhem slightly weakened. If you were already on the last dregs of Sekhem, you will instead have to wait until your cult revives you or you are automatically awoken by someone despoiling your tomb, though the upside of this is that your Sekhem will be fully restored. You cannot repeat this feat again until the next jump and if you haven't revived by the end of the jump you fail the chain just as if you were dead.

Slave Driver (100CP, free Maa-Kep)- The Maa-Kep were in charge of the logistics of Irem, of procuring materials and organizing unskilled laborers for the other guilds. You are an expert on these matters, deftly able to direct workers and keep the flow of goods and equipment running smoothly.

Secret Policeman (200CP, discount Maa-Kep)- You weren't just a middle manager in Irem, but a spy tasked with ensuring the loyalty of the guild-members you worked for. You are an expert on sneaking around and surreptitiously stealing evidence, the better to ferret out the secrets of your erstwhile comrades.

Their Second Hand (400CP, discount Maa-Kep)- The Maa-Kep were so indispensable that they were nicknamed the Second Hands, for working without them was as bad as working with one hand behind your back. So it is with you, even when working for those who have never heard of the Nameless Empire. When you work for someone, they begin to see you as indispensable, even if they know you are less than loyal. It would take extreme betrayal on your part to make them consider getting rid of you: you're just too damn useful.

Old World Order (600CP, discount Maa-Kep)- The goal of the Maa-Kep is to not just revive Irem, but to have it cover the whole world. Many high ranking Maa-Kep have standing orders for their cults to wake them for every meeting of the Bilderberg Group in hopes of influencing it in this direction. A one world government devoted to the worship of the Judges of Death remains a pipe dream, but you might have what it takes to give it a fighting chance. You have impossible skill at manipulating giant institutions and setting up world wide conspiracies.

Metallurgist (100CP, free Mesen-Nebu)- You smelted bronze and electrum before recorded history, and made them into gleaming artworks and weapons. You are a master of working with metal.

The Subtle Bazaar (200CP, discount Mesen-Nebu)- The Mesen-Nebu believe that reality is underlied by the Subtle Bazaar, a representation of humanity's ability to transform one thing into another by "trading" it within the Bazaar. By comparison to the Bazaar of alchemy, mortal markets are child's play. You possess incredible acumen when it comes to running businesses or haggling and business negotiations.

Assessor of Dedwen (400CP, discount Mesen-Nebu)- Dedwen is the occult force which the Mesen-Nebu believes resides in all things, with Sekhem being its purest known expression. Dedwen is what modern scholars call "utility", an is expressed as beauty, usefulness, and supernatural potency. With a moment's concentration, you can sense an item or person's Dedwen, giving you an accurate an unbiased measure of the subject's potential use.

Born of Gold (600CP, discount Mesen-Nebu)- You have mastered the expression of Dedwen in a way no other is capable of, imbuing everything you craft with the essence of Dedwen. When you make anything, its function is never impaired by your efforts to make it beautiful. Indeed, beautiful objects

you make contain a very minor blessing as Fate conspires to aid in its use. And when you make something that is highly useful, it appears more attractive that it otherwise should so that even the dullest can understand its worth even if they do not understand how it could be used. Even when you train apprentices, you can measure their progress by the slight improvements to their looks that develop as they internalize your teachings.

Beyond Reproach (100CP, free Sesha-Hebsu)- The Sesha-Hebsu are responsible for judging when other mummies have committed heresy. Their actual authority to do anything about it varies, especially as the Maa-Kep contest their claim on that position, but their reputation for loyalty remains. Internally, the scribes may debate positions that they would see any other Arisen branded as a traitor. The Sesha-Hebsu do not think this is hypocritical. Surely one Sesha-Hebsu confiding an idea to another can be trusted when the same talk could see a mummy of a less loyal guild branded as a dangerous rebel. You give off this same air of orthodoxy, making it hard for others to question your loyalty as long as you don't go to too shocking of extremes in the beliefs you profess.

Investigator (200CP, discount Sesha-Hebsu)- In Irem your specialization in writing saw you work as a tax collector, a judge, and a record keeper. You needed to investigate the cases brought before you and interpret the law in order to render a verdict. Your long experience has made you a master of these skills.

Creature of the Law (400CP, discount Sesha-Hebsu)- The idea of Ma'at, of universal divine justice, is a heresy from the debased nations that rose after the fall of Irem. The Sesha-Hebsu know that the law exists to keep society functioning, nothing more. You have an air of impartiality that makes others instinctively trust you as a fair judge, a mediator to whom they can safely bring their disputes. And you know how to best weaponize that trust, coming up with reasoning to reasoning to sway the case however you wish while not pushing your corruption to the point that people will rebel.

Written on the Scroll of Ages (600CP, discount Sesha-Hebsu)- The Sesha-Hebsu believe that history, indeed reality, is a god, the words of history tattooed on his flesh. Some of the Sesha-Hebsu make a practice of censoring blasphemous truths from their own records, sure that the flesh of the Scroll of Ages should not be defiled by such "lies." The strongest can take this even further, erasing someone entirely. You are immune to such effects that would utterly erase you from reality, such as the Uterrance called Redacting the Word. Even more exotic attacks, such as an Exarch erasing the symbol of you from the Supernal Realms or a time traveler killing your grandfather before he sires your father, will fail to remove you from reality.

Embalmer (100CP, free Su-Mennet)- In Irem, you were responsible for preparing the dead for burial or necromantic rites. You maintain that knowledge of anatomy and have even supplemented it with knowledge of more modern medicine designed for treating the living instead of only embalming the dead.

Undying Orthodoxy (200CP, discount Su-Mennet)- The Su-Mennet are the most loyal of all the guilds to the agenda of the Judges. They have maintained their ironclad devotion to the rituals of Irem and to their divinely ordained duties. You have the iron willpower to maintain this same unwavering dedication down through the ages.

High Priest (400CP, discount Su-Mennet)- Nearly all Arisen gain cults, but only the Su-Mennet were priests in life. You are a master of gaining and managing cults. You know how to identify the right people to recruit, how to maintain orthodoxy and faith, how to direct clandestine operations, and how

to insinuate your followers into the halls of power and grow your influence in society while staying hidden or even while maintaining a good reputation.

The Rite of Return (600CP, discount Su-Mennet)- The greatest masterpiece of necromancy ever conceived, the Rite of Return was the spell through which the Shan'iatu created the Arisen. But you have not just recreated it, but improved on it. You know the secret ritual with which you can sacrifice many people and then kill and embalm a target of your choice in order to make them a mummy. But unlike the real Rite of Return, your sacrifices do not really go to Ammut and rise as Shuankshen. They are merely dead. Nor do you need to wait 1461 years for your new mummy to awaken. They rise again the next night, with a Decree fitting their personality. You are effectively their Judge and can spend lower their Sekhem score or spend your own Sekhem to make theirs last longer.

Mason (100CP, free Tef-Aabhi)- You were one of the master architects who created the great edifices and buildings of ancient Irem. You are an expert in architecture and stoneworking and in the mathematics you needed to ensure your buildings were sound and geomantically effective.

Trap Maker (200CP, discount Tef-Aabhi)- The average mummy has some kind of trap or curse to protect their tomb, but you are a master of protecting your property. You know how to construct the most devious and deadly of hidden traps, and when you twist the geomancy of a building to curse unwelcome visitors, the curse's strength is greatly increased.

Monument of the Ages (400CP, discount Tef-Aabhi)- Scrolls decay. Corpses rot. Metal rusts. A pyramid can last forever. Your works endure forever, unblemished by the mere passage of time or the weathering of the elements. Only intentional destruction can mar your legacy.

A Blueprint for History (600CP, discount Tef-Aabhi)- More than any other guild, the Tef-Aabhi needed to meticulously plan the construction of their works, ensuring that every part of their design was mathematically sound. They have maintained that attitude as mummies, being highly concerned with long term plans to shape entire cities. You yourself are a masterful planner, able to set up and execute highly exacting plots, even accounting for you not being around to handle the details while you sleep in your tomb between descents.

Items

All the items here (except Tomb) are vessels. Vessels normally bear a curse, though it is weaker for a Mummy of the correct Guild. For buying them here, you will never experience the curse, though it will still effect others who dare to take your property.

Tomb (100-300CP)- Though probably not the place you were originally buried, a tomb is a geomantically designed area where you can meditate to restore the Pillars of your soul and where your corpse can rest. By default your tomb will be fairly small and only slightly aid your regeneration of Pillars. You can choose to have it be highly geomantically blessed, giving a huge bonus to Pillar regeneration or have it full of traps and curses or fill it with wealth and tools. For each 100CP extra you spend, you can add one of the other benefits to your tomb.

With each new jump, your Tomb will reset to being a Warehouse attachment. You can choose to deploy it somewhere in the world, including adding it as a secret room or basement to another structure.

The Coward's Path (100CP, free Akhem-Urtu)- This, like all Akhem-Urtu vessels, is a Seba, a packet of Sekhem created by artistic expression or the turning of the stars, which Akhem-Urtu view as

a golden orrery of hieroglyphics. When bound to the soul, a Seba gives its owner a blessing and a curse. This Seba allows you to rewrite recent history to get you out of trouble, changing the timeline so that you took some other plausible course of action that stops you from experiencing the danger. You don't remember anything about the previous timeline other than that you used The Coward's Path. The Seba's curse is that once in a while it will activate itself, rewriting history to undo great successes or joys the bearer experienced, leaving their memories of what they lost in-tact.

Fate's Right Hand (200CP, discount Akhem-Urtu)- This Seba attunes the bearer to Fate. When Fate supports an action, it becomes more successful. But the bearer can feel when an action would oppose Fate. If you go through with that action anyway, it is cursed to fail horribly, but you will then be free from the curse for a time.

Shade Hunter's Leash (400CP, discount Akhem-Urtu)- This Seba allows you to create a ghost, a shadowy spirit with red eyes that never actually lived. The ghost will hunt down and kill the person you name when it is made. You can only create one Unshade at once, and the Seba's curse stops you from applying your best effort while the Unshade exists.

Uplifted Soul's Grimoire (600CP, discount Akhem-Urtu)- This Seba contains three Utterances of your choice. As long as it is bound, it allows you to use those Utterances and to activate them without cost with a significant exertion of will. Its curse causes one of the Utterances to suddenly activate for free, attempting to cause epic tragedies.

The Olympic Frog (100CP, free Maa-Kep)- The Olympic Frog is a small golden amulet of a frog with a black pearl in one eye (the other is missing.) When used, it gives an extreme level of perception of the position of the user's body, making them far more agile than normal. It's curse drains a bit of the user's willpower.

Bronze Serpent Medallion (200CP, discount Maa-Kep)- This is an amulet depicting an asp with Iremite hieroglyphics. While on your person, it makes you better able to block or dodge attacks and all your own attacks inflict a snake's venom onto your target. It's curse hinders your ability to engage in diplomacy.

The Amundsley Pebble (400CP, discount Maa-Kep)- An ancient Iremite amulet that has worn down into nothing but a small stone that was set into a steel casing by a 19th century Crimean soldier, grants great combat skill. It's curse is paranoia that stops your sleep from being restful.

The Jackal's Hunger (600CP, discount Maa-Kep)- Sub-Setteru was a genius Iremite general, called the "Jackal of Empire", who tried to lead a rebellion to install himself as one of the Shan'iatu. The necromancer senate killed him and anointed this lapis lazuli amulet with his blood, so that his military genius could continue as an asset of the Nameless Empire. While you have it, you'll be so adept at war that you could have even odds even when surrounded and outnumbered 2-to-1, with barely trained troops and limited supplies. These all require following Sub-Setteru's bloodthirsty tactics, and thus the Jackal's Hunger doesn't help if you care about minimizing casualties for anyone, even your own army. It's curse requires you to permanently sacrifice part of your own willpower every week or give in to Sub-Setteru's sadistic desires for rape, torture, and murder.

Minor Djed (100CP, free Mesen-Nebu)- The pillars of Irem were Djed, representations of the spine of Azar. This is a model the Shan'iatu used as a prototype before constructing a full sized pillar. It is only two feet tall and made of basalt. When touched to a small building or room, it makes the structure

indestructible to anything but highly damaging magic and its walls become impenetrable to incorporeal beings. It's curse causes any nearby ghost to slowly turn psychopathic, grow in strength, and gain strange mutations like talons or compound eyes.

Masr Grail (200CP, discount Mesen-Nebu)- This copper cup once belonged to a priest in Irem, but it also may have been the Holy Grail that Jesus drank from at the last supper. It is this that has caused mummies to keep it, using it to control Christian cults. Any liquid with disease or poison inside will be purified when placed in the cup, while inherently dangerous substances will be transmuted into red wine. This wine gives non-undead drinkers a sense of connection to the divine, and it heals all bashing damage but not cuts. The owner can use supernatural powers on anyone who drinks from it as though they were in sight. It's curse is that drinkers can likewise target the owner with their supernatural powers.

Acherusian Wine (400CP, discount Mesen-Nebu)- This thick purple liquid with bits of flesh floating in it was made by the soul-grinding demon Shemzu, who was sent the souls of sacrifices branded with occult runes that marked them as sinful. It contains both Pillar energy and some of the skill of the person it was made from. The Pillar energy can be absorbed from the person who drank the wine into you, or if you drank it yourself you can refresh your own stores. Or the drinker can spend the energy to activate the skill for a time. Once all this energy is gone, the wine is useless until the drinker is killed and the wine is removed from the body. You however can expel the wine from its drinker harmlessly, at which point it becomes impotent until a week passes.

The Eye of Wepauwet (600CP, discount Mesen-Nebu)- A ruby or sapphire, as the gem is a combination of swirling colors only one of which can be seen at once by mortals, allows the user to enslave others. By pitting your charisma and supernatural power against the resolve of the target, you may compel someone you can see for an hour. You could enslave at most 10 unskilled people, with more skilled or powerful people taking more slots, and you must make them count double to make them undertake dangerous tasks or ones they find immoral. Its curse is that, unless those under its power are ordered to commit violence, they become irrational and may lash out.

The Scroll of the Forgotten (100CP, free Sesha-Hebsu)- This scroll contains only a random and nonsensical assortment of characters. When its power is invoked, you can make everyone nearby forget you, though they can see you again in a moment unless you are very wise or stealthy, in which case they will consider you invisible for a while. Its curse is that the owner will enter into a fugue state if they try to push themselves at any task.

The Liao Sutra (200CP, discount Sesha-Hebsu)- The Liao Sutra was written in China's warring states period by an occult society of evil eunuchs. It is an illustrated tale of a hermit on a spiritual quest who suddenly transforms into a hideous monster at the end. While reading it aloud, you become much more persuasive and gain deep occult knowledge and everyone else is distracted by the feeling of a powerful opium high. The text's curse is that the reader will permanently forget some of their skills in a single area and may not relearn them until someone else has suffered this curse.

The Book of Sailing the Sea of Stars (400CP, discount Sesha-Hebsu)- This papyrus scroll contains drawings and mathematics-inspired poetry praising the goddess Nuit. Reading the book under a starry sky allows you and a group with you to teleport, but the teleportation will be delayed until your destination is also under a starlit sky. The scroll's curse is two-fold: the bearer may become paranoid that everyone else is trying to steal the Book and anyone who lays eyes on it may begin to want to take it while becoming jealous and resentful of the Book's current owner. You are immune to both, and as

long as no one else takes the book, viewers will not become enthralled and attempt to take it from you.

The Lost Brush of the First Scribe (600CP, discount Sesha-Hebsu)- Created with bloody sacrifices and originally intended for a statue from the temple of Tehuti commissioned by the pharaoh's sister, this giant brush was stolen before it was presented to the pharaoh, leading to the maker's execution. The holder of the brush can read and write (but not speak) any language and the brush itself is immune to all forms of mundane damage. The brush's most powerful ability is that it can reveal the true name of any creature unless that name is mystically protected. Mummies, for example, have their true names taken by their Judge and so are immune. Its curse is that anyone who uses it develops two mental illnesses for as long as the brush exists, even if they no longer own it.

The Keening Box of Karl von Becker (100CP, free Su-Mennet)- The Austrian artist and serial killer Karl von Becker killed six young men and draped their skin over this box of their bones. It will alert you when your weaknesses (be they personality flaws or supernatural vulnerabilities) are being exploited. It's real power is that it can temporarily grant you useful knowledge of any kind, but only so long as you are pursuing evil goals. Its curse is that the owner will age twice as fast, while mummies will likely lose permanent Sekhem at the end of any scene they draw on the box's power.

The Lion's Jaw (200CP, discount Su-Mennet)- A Maasai sorcerer crafted this hatchet out of the corpse of a giant lion that was plaguing his village. Its handle is engraved with images of lions hunting ghosts and wrapped in lion skin as a grip. The head is half the jaw of a lion, black stones filling in for some of its missing teeth. The axe grants aid in tracking down the last being you hit with it and lets you automatically sense their location as soon as they are within a mile. After you have spent a week hunting something, the axe will deal gregarious supernatural harm to them with its strikes. Its curse makes the user feel atavistic and powerful, making it hard for them to relate to others, a feeling that is addictive and makes the user distracted while the axe is out of their possession until they go a week without touching it.

The Pale Brood (400CP, discount Su-Mennet)- The 22 large, gold odorned, bone-masked red scarabs making up the Pale Brood are carried in a white linen bag. It is said that Unem-Sef, the Eater of Blood, explored strange places beyond Duat. There he met the 22 Voices of Undoing, who claimed to be gods of madness hailing from a prototype of Earth. He summoned them in the form of giant red scarabs that burrowed into his flesh to teach him anti-wisdom. He then expelled them from his body and bound them into the scarabs. When the bag is shaken and the name of an offering is given, the gods visit horrible harm on the named person, from violence to insanity to sickness. Its curse is that the brood take a large amount of life energy from the user to feast on, harming them greatly.

The Heart of Heb-Hemertet (600CP, discount Su-Mennet)- Heb-Hemertet was a priestess of Irem, who was a pure conduit to the wisdom of the gods. The Shan'iatu grew jealous over her powers, and so sacrificed her and preserved her heart in this bronze casing that is engraved with scenes from her life. So long as you have it, you will be deeply aware of your surroundings and the heart will whisper occult insights to you. Its curse is that the owner will be enraptured by contemplation of the heart's knowledge, preventing them from learning new skills.

Nolan's Lamborghini (100CP, free Tef-Aabhi)- This children's transforming robot toy is stuck in the form of a car. Its original owner saw his father killed in the crossfire between a ghost that was fighting a mummy and its cult, with the ghost tossing a car onto Nolan's father. The vessel allows you to control cars as if you were driving them, but only if they are already occupied and in motion. Its curse is that hostile ghosts will prefer to attack the owner over any allies and attacks from the ghosts of children are

empowered.

The Wooden Pharaoh (200CP, discount Tef-Aabhi)- A wooden puppet depicting an ancient pharaoh, it displays historically correct clothing that shouldn't have been known to its 17th century Italian crafter. It will make you inspiring and improve social skills. You can spend Pillar energy to improve your charisma even further or to make your supernatural powers more potent, but both are only applicable against people in positions of authority over you. Its curse is that if you fail in a social situation, you will become more amenable to social influence yourself and your resistance to supernatural powers that would control your mind.

The Blasphemous Depiction (400CP, discount Tef-Aabhi)- An ancient traitor to Irem created this blasphemous statue of the Judge of Death called Arem-Abfu in order to bring the Nameless Empire down from the inside. With the statue, you can resurrect a ghost in a corpse. The resultant body does not need to eat or breather, does not age, and cannot die from illness, and can only be killed if the body is severely damaged. Its curse is that viewers lose their ability to determine what is important and to filter out irrelevant information, driving them insane. As long as you own the statue, its curse is dormant even to other viewers.

The Mirror of Brass Ivy (600CP, discount Tef-Aabhi)- This mirror stand is made of brass in the shape of ivy. Its magics empower any mirror placed in the frame. When you and another person are reflected in the mirror, you may mystically attack them, pitting your charisma and intelligence against their resolve. Whoever loses has their willpower permanently damaged, restored only if the loser murders the winner in the view of the mirror. The winner finds their willpower refreshed, but if they are a mummy they instead receive a rush of Sekhem, pushing their permanent power back up to what it was earlier in their descent. Anyone who knows the mirror's secret can activate it, but only once per week. Its curse causes the user to become more immoral and possibly insane with each use.

Companions

Companion Import (50-300CP)- You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets backgrounds and 600CP to spend.

Cult(100-300CP)- Most mummies have cults serving them. For 100CP, you have a small group of people following you in your city. For an extra +100CP you can make them ruthlessly devoted to you, willing to commit crimes and violence as well as trained at such activities. For a separet cost of +100CP you can make them powerful, wealthy, and numerous, having branches around the world. Your cult will accompany you as followers.

Drawbacks

You can take up to +600CP worth of Drawbacks.

Sothis Ascends(0CP)- 2012 is only the latest of the Sothic Turns wherein every mummy awakens. Perhaps you'd rather stay in one of the earlier turns, starting in Egypt in 2371 BC, 910 BC, or 551 AD. Or maybe you want to visit one of the other historical settings for Mummy: the Curse such as Cleopatra's reign (69-30 BC), the Scandinavian witch trials (1450-1750), the African kingdom of Mutapa (1501-1568). the last Chinese Imperial dynasty (1644-1911), the French revolution (1789), or the height of Victorian Egyptophilia (1893-1924). Regardless of when you enter the world, you will count as having risen through a Sothic Turn, giving you the full length of the jump to survive without returning to your tomb.

Fish Out of Time(+100CP)- You were comfortable in the bronze age empire of Irem. The modern age with its democracy and air travel and dank memes confuses and infuriates you. You will likely need to rely heavily on your cult to get anything done in the modern world as you slowly come to terms with the information age.

We Wuz Kangs(+100CP)- Irem started in the Nile delta and spread south into sub-Saharan Africa and east into the Levant and up through to Asia Minor. There were no caucasians in its borders, and that's truly unfortunate since you live in a world written by people who won't shut up about politics. Prepare to run into an endless stream of blatant and unapologetic racists, neo-nazis, and Islamaphobes ready to hassle or even attack you just for the color of your skin. Such are the depths of their unreasoning prejudice that they will continue to discriminate against you regardless of how you look, their mindless hate identifying you as non-white even in the form of a dragon, an AI, or a fractal being of mathematics.

Damaged Memory(+200CP)- Your memory, indeed your perception of reality, is heavily damaged. You remember only random fragments of your past, and what you do remember tends to overlap your current senses. You may believe that you are still in Irem, which has been filled with strange magic overnight or assign the roles of rivals and lovers from your past to random people, becoming convinced that they are the reincarnations of people you once knew. This kinds of delusions will fade in and out, leaving you constantly confused.

Summoned for Aid(+200CP)- The Sothic Turn is rare. Only four have ever happened thus far. Most mummies spend their time awake after having been summoned by their cults to complete some task. Although you still maintain the ability to stay awake forever at the lowest level of power, you have been summoned by your cult or someone else who has found one of your Vessels. This person has given you a command which you must work towards, even if you can take time to pursue your own agendas as well. If you complete it, they will give you another one. Killing them will just see someone else quickly wind up with a Vessel that can awaken and control you.

Judges' Ire(+300CP)- The Judges can rarely find a benbenet, a person who aligns with them enough that they can send an emanation of themselves into the world to rampage according to their desire to punish sins. This is highly dangerous for everyone, even that Judge's own mummies, as a god of Duat unleashes its fury on the world. You seem to be a magnet for this, as benbenet spring up around you left and right, requiring you to resolve the situation before the Judge fully manifest or banish the Judge back to Duat through combat.

Tomb Raided(+300CP)- Thieves! All your purchased items and everything in your warehouse, or just the personal items in your tomb if nothing else, has been stolen and distributed around the world to museums, collectors, occultists, criminals, dictators, corporations, and rival mummies. In addition to whatever chaos that is going to cause, you feel an overriding need to reclaim them all if you learn of their locations, though you'll get them all back at the end of the jump anyway in case you fail.

End Choice
Go Home
Stay
Continue Jumping

Notes

A Generic Jump by Generic Anon.