Egyptian Mythology Jump

aka

Generic  (Neter)

A Jumpchain CYOA

You have entered the primeval world of Ancient Egypt's myths and legends. This land of Two Kingdoms, the Upper Kingdom in the south, and the Lower Kingdom in the north, lies united under its great rulers and runs the length of the Nile, dominating the region with its prosperity.

Gods and monsters walk the world, performing great and terrible deeds alike, for all fortune and misfortune in the natural order is due to their actions. Priests and sorceresses cast spells for their petitioners, the sun is pulled through the sky by a boat helmed by the sun gods, and the living descendants of Horus, the Kings of the White and Red Crowns, lead companies of infantry and chariots in battle against the other kingdoms around them.
Men and women toil their lives knowing their hard work will be rewarded and misdeeds punished, for at each sunset, the *ka* of the newly deceased rise into the sky and travel to the netherworld, Duat, to be judged by the gods and go to Aaru, the "Field of Reeds", the eternal heaven – or be condemned to nothingness in the teeth of Ammut.

As time moves on, new gods will rise to prominence in the pantheon, old ones will change role, are forgotten or reborn anew, and deities from other lands become introduced. The supernatural world is not without its sudden upheavals either, as the Neter are not without politics and rivalry between themselves, and formerly obscure deities are thrust into positions of newfound power by the word and actions of the Divine Pharaohs and the worship of the citizens of the Upper and Lower Kingdoms.

You have **1000cp**



Special Jump Condition: *Life After Death*
Normally you would be sent home for dying; however, the implications of the Egyptian Soul perk are that after your body is killed, your *ka* and *ba* will reunite in Duat, forming a new spiritual body, an *akh* based on your corpse, and travel onward to Aaru.
The remainder of the jump duration will continue until your allotted duration ends; although you will instead inhabit the endless green fields and clear skies of Aaru as an *ahk* until that time (unless of course you have powerful enough *heka* to walk the land of the living once more).
Be warned, however, that it is possible to die again in the underworld or heaven, for they are lands of spirits both benign and hostile as well as mortals and gods, and should you die a second time in any place your benefactor will take you home as usual.

Starting Time
The starting time of your jump is available to select for free, from the dawn of the universe, up until 342BC. No matter when you start or what drawbacks you take, your jump never extends past the invasion of Egypt by Alexander the Great in 332BC.

Alternatively, roll 1d10 on the table below. The reigns of the various gods are considered to have lasted anywhere from hundreds to tens of thousands of years, though even the timeline below is only one of many possible, and depends entirely on which myths you believe.

1) *The Creation of the World*
   Someone makes the world. It's not exactly clear – lots of gods seem to be claiming credit, but the most popular candidates are Ra, god of the sun, Ptah, god of construction, and Amun, the mysterious one. It may even have been the Ogdoad, including the frog-headed Keku and Kekuit. Perhaps if you select this option, you'll find out firsthand?
2) *The Reign of Ra*
   The sun god rules Egypt according to his order, yet eventually humans come to plot against him. They are punished by Sekmet in a great slaughter, but Ra himself is unable to stop the killing, forcing him to turn her into the benevolent Hathor.
3) *The Reign of Osiris*
   Ra grows old and retires to the heavens to steer his solar barque across the sky, leaving the rule of the world up to Osiris. True culture begins to flourish as Osiris and Isis teaches the skills of civilisation to humanity.
4) *The Reign of Set*
   Set deceives Osiris and kills him. The lord of Storms and the Desert rules all the lands with tyranny and fear. Yet even Set holds his place in the great order of things, and Isis searches of Osiris's body.
5) *The Rise and Reign of Horus*
   After Osiris is resurrected by Isis and becomes God of the West, Horus is born to Isis and eventually grows strong enough to challenge and overthrow Set, claiming his rightful place.
6) *The Dynasties of the Pharaohs*
   Yet even the god Horus grows old, and leaves the world in the hands of his descendants, the divine kings known as the pharaohs, starting the great Pharaonic Dynasties I to XIII. Many great structures are erected and the Two Kingdoms flourish.
7) *The Invasion of Apophis and the Hyksos*
   A time of great chaos. The great serpent Apep sends forth a man in the form of Apepi, also known as Apophis, to lead an invasion not against Ra's barque, but against the mortal world with the cooperation of Set. If he is unchecked, he will conquer almost half of Egypt before being driven back to Duat.
8) *The New Kingdom*
   The birth of the New Kingdom includes a period of great unrest for the gods: Amenhotep IV (Akhenaton) declares Aten to be the only god, and this upheaval has momentous destabilizing effects on the other gods, who must be worshipped away from the pharaoh's gaze.
9) *Third Intermediate Period*
   A new time of chaos, as the Kingdoms are ruled by pharaohs of foreign descent and the Assyrians stage invasions to take advantage of the unrest.
10) *The Late Dynastic Period*
    Egypt is repeatedly invaded by Persians and the few gods who remain in the mortal world plan to retreat into Aaru.

Starting Location
It would be futile to list starting locations along the 6,650km Nile; in some times, certain cities of the Two Kingdoms have not yet been made or have long since been abandoned, in others they may be under flood. Select your starting location in Upper or Lower Egypt as your mind's eye sees it.

Age & Gender
Select whatever you like. As a Mortal, any reasonable age is free to choose. As a Neter, you might even be as old as the universe.

Backgrounds
Select a Background (Mortals or Divine) AND a sub-background (Kemet, Divine, Worldly etc.). Any of these backgrounds may be selected as a "Drop In", without taking the place of a previously-existing person or deity.

Mortals
Humans worship the gods above them for success in all things, for this is their place in the world. Yet the gods are in some way reliant on them, as their power wanes with dying worship and even gods cease existing as the mortals forget them.

> **Kemet**
> A mortal human, yet one who has *heka*; possibly a scribe, a witch, or a thief whose cunning has brought them magical power; you may be one of the Two Kingdoms' many priests or temple staff, one knowing of the Secrets and the godly ways. Despite your *heka*, you are not accorded the status of the divine.
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> **Divine**
> You are a living mortal, and yet god by birthright; what we would call a Pharaoh. Such divine mortals carry the blood of Horus or the other gods like ra or Set, are responsible for maintaining the order of things in the mortal world.

Neter – 200cp
You are a god of Egypt, one of the thousands of gods of the Two Kingdoms. You have a role in the Ma'at, the great order of things. The word "Neter" belongs to a wide category of supernatural beings, and while there are separate categories for demons and some monsters, they are no less 'godly' than those worshipped openly by the populace; mortal humans have been known to make the transition into godly creatures, and there is no distinction between godly animals who learn to wear a human form, and human gods who learn to take on an animal one. There are three subtypes to which you may belong:

> **Worldly**
> You rule over a particular concept, phenomenon, place or thing in the everyday of mortal life. There are literally thousands of gods just like you; some like Set and Thoth more powerful than others, and some more willing than others to aid mortals in their plights...or bring down their wrath upon them.
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> **Solar**
> Your kind is related to Ra and Aten, Khepri and Khonsu, the deities of the sun, moon and celestial bodies. While you would still have an aspect to care for, your kind is generally less concerned with the day-to-day affairs of the world, and more focused on keeping the greater order from falling into chaos; the cycles of the sun and stars, the seasons and tides.
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> **Devourer**
> Your kind is most feared by the Mortals and other gods of this land. While all the worldly and solar Neter – even the evil ones, like Set – have a place in the order of things, your purpose is to throw that order into disarray or attempt destroy it completely.
> Perhaps you were birthed straight from the waters of Creation without the intercession of a god, or perhaps you were born of a monster yourself.

Perks
Perks have a 50% discount to matching backgrounds, 100cp perks discounted become free.

- Mortals of both subtypes have discounts on the general Mortals perk line, and on the perk line of their subtype (Kemet or Divine).
- Neter have discounts on both the general Neter perks, and on the perk line of their type (Worldly, Solar, Devourer).

General Perks

Heka – Free All Backgrounds
All great beings of this age possess *heka*, the divine power through which the gods work their wonders and magic, but which may also be learned by mortal priests, scribes, and witches.

As a mortal, you may have won this power from a god in a game of riddles, been rewarded for service to a particular god, or perhaps stole Thoth's spellbook with wits and bravery. You cast magic spells by reciting the words of power or conducting rituals and prayers to perform the task you wish.

As a Neter, this power is either yours through birthright, materializing with it from the Waters of the Creation, or perhaps you stole it from another god through a crafty scheme or outright violence. As a rule, you cause magic and spells to happen by performing a symbolic action (such as spitting on the earth to start a shower of rain) or simply making a declaration ("You will forevermore taste all beer as mud."). You may also work magic by speaking the words of power or carrying out rituals as mortals do.

The use of *heka* is an exertion upon you; a suitable analogy is to think of it like a muscle which may be weak or strong, tires with use, and grows or atrophies as you develop. Some beings and gods have great *heka* to bring forth a Sun in the sky, while others do not. Your *heka* may grow more powerful with practice and experience, but also derives its strength from the adoration and worship directed towards you.

Regardless of the origin of your *heka*, you begin as powerful as one of the lesser gods or a greater mortal practitioner; performing everyday miracles by speaking the words of power, like turning stones into scorpions, healing a wound with milk, producing illusions of beauty or fear, bidding the river to carry your boat swiftly against the current, or you may perform greater works less frequently, like causing the great Nile to flood countless miles of the land each year.

In time, with your research into the Secret Words, victories and rising strength, and growing worship by other mortals or the tribute of other gods to your strength, your *heka* may ascend like the sun to equal the stronger gods like Osiris, Horus, Set and so on. Such feats include creating new days of the year from stolen moonlight, making the mountains dance and shudder at your word, and even resurrecting yourself from death to walk the world again after being slain (provided your *ahk* is formed in the afterlife intact).

Feats of magic far beyond this scale, such as creating worlds and filling them with life or pulling the sun across the sky as the greatest of gods are said to do, are far beyond you for now but may eventually be reached in the long afternoon and twilight of your existence after many thousands of years and the adoration of nations.

Egyptian Soul – Free for Jump, 200cp to keep
There are many parts to a person's whole 'self', each necessary to keep them alive and well in the living world. The *khet*, the physical body. The *ib*, the heart and mind. The *ka*, or 'double', the essential animating power of life. The *ba* bird, the personality and individuality of a person. The *shut*, the shadow, and the *sah*, an astral or spiritual body.
Your 'self' now has all of these spiritual components, and this makes you…spiritually complicated. You may think with your *ib*, the heart located in your chest instead of your brain. Your personality in the form of your *ba* may survive an attack on your *ib* that erases your mind or memory. A voracious soul-eater may bite down but find it has only eaten your *sah*. The *sah* and *shut* of a mortal is an ethereal presence, normally anchored to the body, but the *sah* and *shut* of magicians and gods with *heka* may roam freely and even draw sustenance from offerings.

Life In The Afterlife – Free for Jump, 200cp to keep, Requires Egyptian Soul
Life does not end with death. Once in any of your given lives, your physical body may by killed, but this only serves to release your *ka* and *ba,* allowing you to continue your existence - as long as they do not die along the way to the afterlife and there is a plane or afterlife to receive and reunite them into an *akh*, a spiritual body.
Your jump continues from that point as though you had simply 'travelled' to the realm of the afterlife instead of dying a mortal death to reach it. However, your akh is just as fragile as your mortal body; if you are then killed again in the same jump, or your *ba*, *ka* or *akh* are destroyed in the afterlife, this counts as a mortal death.

Craftsman – 100cp
Of the great stoneworks, temples and monuments, the Egyptians are well known. You have been granted the same skill and affinity for stone working, carving, statue-building and construction as the most famed of Egyptian artisans and builders, to imagine and design great edifices to the glory of men, kings and gods and rise them up from stone, timber and mud with your engineering.

Greater and Lesser Names – 200cp
You now have two names: a Greater name, to be kept secret except for the most dire of circumstances, and a Lesser Name, which is used publicly. The Lesser Name does not have any connection or hold on your spiritual parts or life-force. Should a hostile magician or creature of darkness attempt magic using your Lesser Name, it is as effective as using gibberish.
Most Jumpers will likely desire for the name they are previously known by to become their Lesser, public Name, and to create a new Greater Name when taking this perk, but this is not a strict rule: you might wish your existing name to be the Greater, and to assume a new Lesser Name from this point forward.

Separation From Self – 200cp
As a brand-new god or mortal stepping out on the world, it would certainly be a shame if some mere witch got a piece of you and put you into her power. A stray hair, a drop of spittle, spilled blood…any of these castoffs could betray you if they fell into the hands of hostile magi or gods with the will and the magic to work upon the link between yourself and it.
Only the parts of yourself that you deliberately separate with the intention of keeping that sympathetic link can be used in magical rituals or spells; all other cast-off bits become mere dead matter, worthless to a magus.

Background Perks

A Place in Ma'at – 100cp, Mortal
Everything has a place in the world; as pointless, frightening, wonderful, fulfilling, painful and joyful as life is. If you can find a place in the order, you can maintain a quiet existence where nobody bothers you and you fall beneath the notice of those outside your daily life. Trouble-making gods and thieves alike pass you by, while broad disasters only seem to catch you on the periphery of their effects instead of striking you with their hardest. Of course, a threat to the entire order of the world is still a danger to your part of it.

Obeisance– 200cp, Mortal
It does not behove a mortal to ignore the demands of the gods, and it especially does not behove them to make a poor offering unto one. You always have a feel for who the appropriate god of a given sphere of influence is for the place you are in, and you can easily determine what offerings, prayers or actions please and displease them. Lastly, should you ever meet a god on the road, you will know it, for you recognise them on sight. In case the living gold skin or the crocodile head doesn't give it away.

Funerary Possessions – 400cp, Mortal
You may designate certain of your belongings to be your funerary possessions, items not to be inherited by your descendants, but kept with you into the afterlife.
Should your consciousness or soul (or *ka* or *ba*) ever leave your body in spiritual form, either voluntarily (in the case of things like Astral Projection or similar magics) or involuntarily (by dying or otherwise having your soul pulled out), the designated belongings will also accompany your soul as spiritual copies, permitting your immaterial form to use them just like your physical body did.
These belongings cannot be in the possession of or used by other people, and must be kept either in a secure place or on your person.

Scribe – 600cp, Mortal
The art of writing is Thoth's gift to mortal humans, and you have learned well at his knee. You are fluent in three written Egyptian languages - hieroglyphics, hieratic and demotic – and your brushwork and penmanship are exquisite, as are the illustrations that your work may be decorated with.
Yet this is not all that Thoth has gifted to you. As words of power spoken aloud may carry the *heka* of a priest or god, so too do the words written, carved or burned into a surface.
You may substitute any vocal art of magic for a written one; from brief words of might traced into the sand to lengthy incantations laid down on a scroll. The magic of your words may be triggered immediately on completing the writing of the script, or upon the words being read; but in either case, the magic held or being projected from your writing will last as long as the writing medium remains legible; for as long as the script on the mighty stones of monuments endure under the sun, buried kings are blessed with glory in heaven, and every grave robber fears to lay eyes on the curses of the dead.

Fortunate Traveller – 100cp, Kemet
It is an unfortunate citizen of Egypt who is cast out from their homeland, or made to travel into foreign lands. Sand-filled deserts, seas of undrinkable water, the monster-filled land of Duat to the West, mysterious mountain ranges and more may be encountered by such an exile or traveller. It is lucky that so many of them find pockets of safety or comfort (however temporary) in these hostile lands, and so you shall be able to find little oases, islands, hidden wells and villages in the most desolate of environments when you need them the most.

Wit Of The Wise – 200cp, Kemet
The weakness of haughty gods and mighty kings alike is the wit of a cunning mind. In your ingenuity you surpass the riddles of the sphinx, and in your deviousness you give the great Set a run for his money.
More than anything, though, you are able to hide your intelligence and cunning, so that even the most suspicious of people – even gods – would walk unsuspecting right into the jaws of your schemes unless they plucked the thoughts from your mind.

From Seed To Tree – 400cp, Kemet
You may remove the spiritual parts of yourself from your physical body and secure them in other objects. If you had a soul, then you might set that aside, or if you had separate parts to your soul, you may part with any one or all of those. While this part of you is hidden away, your physical body may be killed, but your spiritual part continues to live in the mortal world in defiance of the natural way. Should the object be destroyed or changed in some way, the spiritual part of yourself hidden within it may be transferred to other objects, until it comes to rest in a living vessel, where you become reborn. If you separated your soul into multiple parts, all parts must join in the same person. Hide your *ba* in a sheaf of wheat, and you will be reborn in the body of the person who eats it, but should the jump end before you become reborn, you shall count as being dead.

Divine Inception – 600cp, Kemet
Mortals give power to the *neter* through worship, but from where did *neter* arise? By constructing a shrine, defining the new god's existence, and making matching offerings and prayers, you may find that in a while a new god has arisen to heed your worship.
The rate of this birth will depend on how narrowly you define its aspect: a god of a specific hill or tree might arise within a moon's cycle or less, while attempting to bring forth a new god of knowledge when Thoth already holds that title is likely to take a year or more.
This newborn deity is barely of the same strength as a mortal, and may take a long time to grow into its power; again, depending on how many turn to its worship, whether it is competing with similar gods, and how strictly its methods of worship are obeyed.

The Horus Jumper – 100cp, Divine
The blood of gods flows through you, Divine One, and you possess the strength and hardiness of a dozen true soldiers. You are larger than life: a standing taller than almost any other living mortal, every townsperson will look up to you, literally, if not figuratively. Your divine bloodline is easily perceived by other gods, should you not wish to conceal it, and will find yourself treated worthy of their consideration at the lest.

The Victorious General – 200cp, Divine
It is the pharaoh's duty to secure the Two Kingdoms from invaders and unrest, and so you have been schooled in the ways of war and combat. Neith has taught you to shoot down a sparrow on the wing, though the arrows you let fly could pierce a handspan of metal, and how to set blade to thy enemies, smiting them down by the handfuls. Nor is your command of your armies ever in doubt, for you learned strategy and tactics from Montu and Set, and so match the great generals and fearsome warlords of this era in your leadership and warrior art.

Claiming History – 400cp, Divine
Long is the tradition of Horus kings and queens who chisel away the names of their predecessors to remove the memories of past kings or claim their deeds as their own. When you erase (or command to be erased) a written name and replace it with your own, all others shall both remember and treat you as the true person referenced on that work.
So should you replace the name on an obelisk a hundred years old with yours, the citizens will recall and act that you were the one who raised it, even in the face of your five-year reign.

The Bull In Aaru – 600cp, Divine
Hail to the God-King, god of gods, eater of *neter*! All the *neter* of the four directions fear your approach, for when a mighty King feasts upon the flesh of gods, the power of those gods and all that they are flows into them. Your appetite has been made so that you may eat the greatest among them for your meal at daybreak, the lesser of them as your meal at sunset, and the least of them for your meal at night. By slaying gods and consuming their remains, you take in their divine power and all other things besides. You are imbued with their divine names or magical might, and along with their name, you add their souls to your souls, their *ka* and *ba* to yours, their *shut* and *ib,* their wisdom and their immortality and all that they were. There only remains the difficulty of the hunt itself.

Sphere of Influence – 100cp, Neter
Each god has aspects of the world that they govern and are responsible for. Select something to be a part of your 'sphere of influence'. This can be almost anything - a place, category of things, collection of things, geographical feature, emotion, activity, organisation or concept. It can be as specific as "I am the god of the third door through which souls pass on the way to judgement" or as broad as "I am the god of thought".
Your *heka* or magic is attuned to this thing, such that prayers made to you regarding your sphere of influence sustain your godly power and cause it to grow, and your power is expressed through your sphere of influence more readily.
How specific your sphere of influence is defines how efficiently your power can be expressed through it – a Neter of Doors might bar one shut against any ten of the strongest of men by spending a small amount of power, but the Neter of the Third Door of Duat exerting the same power could hold that very door closed against an army, differences between the personal might of each god notwithstanding.
This perk may be purchased multiple times, but the growth from worshippers of separate Spheres of Influence do not stack. Further purchases are not discounted.

A God's Body – 100cp, Neter
The gods are known for being more than ordinary in many ways. Their voices are like thunder, the evening rain or the chime of bells. Their appearances may be flawless in their complexion and sweat sweet perfume or incense, or terrible as the jaws of a lion. You gain a body as that of the gods, imbued with great beauty or a fearsome appearance (or both).
On purchase of this perk you gain up to three altforms which you can change into at will. Each of these three new forms may be:

- A human form (either like your normal human form in appearance, or a new human body), with optional cosmetic changes to your features, such as green or blue skin, or hair made of feathers.
- A theriocephalic form, with an animal head and a human body. This animal may be one native to these lands, or may be an imaginary type of animal (such as in the case of Set).
- An animal form, with optional changes to coloration or patterning, such as a falcon with brilliant blue wings or a specific marking around its eyes.
- A hybrid body of multiple animal and/or human parts, such as a snake with human legs, a lion with a scorpion's tail, or a leopard with a falcon's wings and the head of a human sprouting from its back, a cobra with a human's beard, leopard with a snake neck, or something even stranger.

You may take this perk multiple times. Purchases beyond the first are undiscounted, each purchase granting three more altforms.

Ma'at – 200cp, Neter
Of all the creations of the gods, *ma'at*, the order in the world, is considered the most necessary, underpinning the lives of all mortals. As a being of *ma'at*, you can perceive the balance inherent in all things, from the day/night cycle to the weighing of souls, to the cycle of seasons and the flow and ebb of civilization. Perception of this balance results in a somewhat prophetic or intuitive sense; You have a good idea of when the rains will come by knowing when the rains didn't come, how justice should best be served against a wrongdoing, or measure a miniscule change in the tidal cycles that betrays some subtle shift in the earth. Further, you can recognise when the balance of the world is threatened or in disarray, and when something does not belong or is working outside of *ma'at*, however you choose to call it - the 'grand design', the balance of the world, destiny or fate.

Begetting – 400cp, Neter
Gods beget gods, but only rarely in the expected way. New gods spring whole and complete from the thoughts of their forebears; they grow from their spilled tears, blood and other fluids; they bestow upon others their own might, or take a mortal and throw them into a magical fire in order to burn away their mortal parts and leave only their immortal and godly ones.
You may create new *neter* related to your Sphere of Influence – for example if you reigned over "writing", you could split off sub-deities for the writing quill, ink, and papyrus, or perhaps for individual written characters, while a god of "violence" might beget smaller gods of specific methods or circumstances related to violence.
The means of creation are nigh limitless, though such acts must be accompanied by an expenditure of your magical power.
You may control how closely your begotten gods mentally resemble yourself, from merely being avatars or extensions of your own mind, to independent of thought but with the utmost devotion to their creator, or completely free-willed and bearing only thematic resemblance to yourself.

Dual God – 600cp, Neter
Like the other civilizations of the time, the Egyptians rarely denied the existence of any god, even if they already had one who ruled over the same thing. Instead they sometimes preferred to worship two or more gods going by different names as aspects of the same deity, or later, for one deity to take on the responsibilities of the other as the lesser's power waned.
Firstly, if you are worshipped as separate gods, by different names or for different aspects or spheres of influence, your worshippers are pooled together to determine the godly might of all your different aspects.
That is, if a hundred people worship you as the god of a river, and a hundred people worship you as the god of reeds, your power over both the river and the reeds is that of a god with two hundred worshippers, even though some of these worshippers may be the same.
Secondly, you may merge with another willing god, mingling the two aspects each of you represent and thus the new, merged entity will have the power of each of you combined. This merge cannot normally be reversed, so both you and the other god should consider this carefully. You aren't limited to a single merging – some gods through the Two Kingdom's history will evolve many times in this manner.

Jumper Of The West – 100cp, Worldly
It is not possible to destroy the body of a god. Devious Set boasted of committing this act upon Osiris, but in the end all he could do was part the pieces from each other. You can certainly still be killed, in that the vital processes of your body cease and your *ba* and *ka* leave it, but the nature of your physical remains themselves endures all manner of punishment. Your body does not decay or bloat or shrivel, even in death, being no different than if life had ceased not a heartbeat ago.

Name of Power – 200cp, Worldly
Not all beings have powerful Names, but like the gods, yours is one of them. By invoking your Name aloud, you may reinforce a working of *heka* or a feat of godly power. When used in such a manner, your Name hammers your magic through barriers and resistances, reinforces it against meddling, braces and supports it so it lasts longer and dies out less readily, although its raw effect may only be slightly enhanced.
Your Name of Power works no matter who utters it - you can grant your own Name(s) to others for them to use in this way, but equally an enemy who overhears it spoken aloud may use it.
If you have a Greater and Lesser Name, this perk works off your Greater Name. If not, it works off one of your existing names.

Blessings To The Faithful – 400cp, Worldly
Prayers from your worshippers no longer only swell your *heka* like a river filling with rain, but the very words of your faithful will reach you as long as they are made in the manner you command. You may choose to shut out these prayers or resume hearing them at any time. As well as words, offerings of food reach you too: if they are made to you in your shrines or in the manner you command, this food provides sustenance for you.
Your *heka* may fulfill their prayers at your pleasure. After a worshipper finishes making a prayer to you, there is a short window in which you can respond by a working of magic. Your 'reply' may be a message or a spell which is enacted as if you were standing at your supplicant's location, instead of your own.

Incarnate – 600cp, Worldly
You are not just the deity responsible for the yearly floods or war or the phases of the moon, you *are* the floods, or war, or the phases of the moon. You may incarnate yourself as one of your Spheres of Influence, leaving your vulnerable body to distribute your spirit and power across that thing.
The spread of your incarnate form is roughly the geographical extent of those who worship you, and your ability to manifest your *heka* while in this state is dependent on the intensity of that worship.
You may be harmed in this form by actions which affect your incarnate nature: pouring pollutants into the river while you are the river would be like poisoning you. If you were war, the nations declaring a peace treaty would rob you of much power.
Likewise, reducing the spread of your worshippers or preventing your worship would reduce how broadly you could extend yourself and the magnitude of the magical acts possible while incarnate.

Eg: A god viewed as the sea by a nation might become all the ocean visible from that land, but if the worship was merely casual, the god-as-the-ocean-incarnate would barely be able to do anything the ocean wouldn't naturally do, even with great exertions of power.

A Neter of The Third Door In Duat might only have an incarnate form of that very singular door, but if they were intensely worshipped by a fanatical cult, that door might easily manifest all kinds of unnatural powers when the god uses their heka, opening onto unknown places and appearing in the dreams of mortals so their dreaming spirit could travel into Duat to meet the ghosts of their deceased family, and then return when they awoke.

The Golden Sun – 100cp, Solar
All gods age gracefully, but some truly become otherworldly as the centuries pass. You are possessed of immense longevity: the centuries are as years to you, and though there is still a gradual aging, you never wither away into a decrepit state. Your body transmutes into one of living precious metals and gemstones as the decades pass, gradually turning more and more of your body into a brilliant walking and living idol. Silver bones, golden flesh, and hair of lapis are the marks of the sun god Ra, thought the precious materials which make up your body might be gemstone eyes, onyx hair, platinum skin and bones of amber, or some other combination which pleases you.

Heir – 200cp, Solar
That which belongs to the parent, is inherited by the child; that much the trials of Horus established. You may claim for anything your parents had, or have which they can no longer hold, even if it is not normally something that is inherited. Positions that are normally meritorious, awarded or elected may now be passed on to you, and in fact should someone usurp anything from your parents, they will find through law, logic or loophole that they have no choice but to award that thing to you.
This rule may also be applied to your own descendants - it will become acceptable for you to hand down to your children titles or positions that you won by your own effort or popularity, or that were supposed to be issued to you alone.

Eye Of Ra – 400cp, Solar
Duality and balance is an intrinsic aspect of everything that exists: the masculine and feminine, the sky and the earth, the *ma'at* (order) and *isfet* (chaos), birth and death. This duality is reflected in your nature. You have the power to invert yourself, and become a being whose nature and powers are opposite to their original form. A Jumper possessed of great mercy and fabulous powers of creation would find their opposite form merciless and of shocking destructive power. Aggressive beings of fire and light become protective entities of cold and dark.
In this form, your original personality watches from behind the eyes of the reversed version, able to trigger the transformation back.

Jumper's Godly Attributes – 600cp, Solar
Praise be to Jumper, for your many godly attributes are plain and visible to see. You may choose to manifest your powers as physical objects: a single set of regalia composed of symbolic equipment and adornments which house your might and emphasise all the things which come under your rule.
This regalia contains up to one of each of any type of clothing, jewellery or accessory; but no more than a single person could reasonably wear or hold at once.
Each item represents a single power with its own link to your might: Your control over the wind might manifest as a palm-leaf fan with your ability to create mighty storms with a wave; your power to summon a mighty and terrifying beast might be a helmet with its face, through which its strength or shape can be borrowed; your ability to fly might be shown in a feathered, wing-like cloak fixed on your back.
By focusing the matching power through one of these attributes at a time, the item lends extra might and finesse, and prevents others from exerting their own magical control over that power while you are currently channelling through it – the wind made by the fan would not obey the magic of another sorcerer, but it would not stop the sorcerer from raising a wall to block it, or your hypnotic power might be resisted by will but not dispelled by magic.
As items created by your majesty, they may be loaned or gifted to others for them to use as you do; though you still keep your original power for yourself. Your Godly Attributes may be summoned or banished at will, and recalled to your hand with but a thought.



Bite of Uraeus – 100cp, Devourer
While the bite of a normal cobra is burns well enough in the blood, the monsters of Duat are described as having venom even more fierce. Your teeth are now capable of producing potent venom and spitting it from your mouth, but this venom also ignites on contact with air, erupting into a great spray of flame. You are immune to the toxin of your own bite, and resistant to accidentally scorching yourself when spitting fire.

Great Serpent – 200cp, Devourer
The great serpents who live in Duat and on the mysterious islands of the bitter lake grow to incredible size with age, and as one of their kin, so too does your body. You never stop growing as you get older, permitting you to reach absolutely terrifying size. The rate at which you grow is no faster, though you may choose to slow it to any lower rate or pause it completely, should you feel large enough. You may also choose to apply this to some of your forms and not others.

Maw of Oblivion – 400cp, Devourer
When someone dies, their *ka* and *ba* move on to the hall of judgement in Duat and hopefully then to Aaru as spiritual beings, but not all complete the journey, caught by predators in Duat or having their hearts consumed by ravenous beings for their sins in life.
You are one of these terrible devourers, able to eat practically anything, such as souls, shadows, light or air, gold or rivers. Magical beings and artifacts must be overwhelmed with your own *heka* or personal magical power in order to safely consume them – lest they merely jam in your throat or enter your belly and reside there until they might escape once more into the world.
All the things which you consume are completely destroyed without poisoning or discomforting you. Naturally, they must also fit in your mouth…you will require wide jaws indeed to swallow the sun.

Serpent of Rebirth – 600cp, Devourer
While a new life after death is what the Book of the Dead promises, you are one of the few beings who have life-after-death in an endless cycle of restoration. Though your body may be cut and burned, trampled and sawed, drowned and torn, the primordial darkness that birthed you knits your body back together. Your body may be mutilated beyond recognition, yet every sunset or every midnight (your choice), your body, and thereby your mind and spiritual parts, crawl back together and are restored back to its peak for yet another attempt at swallowing the light, as long as even the tiniest pulse of life remains beating somewhere in what is left of your body. Powerful light of any kind prevents this regeneration process, and should you be in pieces and paralysed by light when the jump ends, this shall count as a true death.



Items
Items have a 50% discount to matching backgrounds, 100cp items discounted become free.

- Mortals of both subtypes have discounts on the general Mortals item line, and on the item line of their subtype (Kemet or Divine).
- Neter have discounts on both the general Neter items, and on the item line of their type (Worldly, Solar, Devourer).

Pyramid Warehouse Theme – 50cp
Removes the normal interior of your warehouse and replaces it with sandstone block walls, papyrus-styled pillars, and decorated with the stories of the Two Kingdoms.

Kohl Stick – 50cp
A fine stick used to apply kohl to the eyes and a storage container. This stick of kohl need only be touched to your face with a couple of strokes for your entire make-up to be completed perfectly as desired, including the dressing of your hair or wig and (possibly false) beard.

Horus's Divine Salad Dressing – 50cp
Ample jars of a truly divine salad dressing produced by Horus himself; best on lettuce.

Background Items

Bread and Beer/Nile's Bounty - 100cp/200cp, Mortal
The Nile provides produce in abundance, so here is a sample. As the modern western world treats its meat and potatoes as basic foods, so does this world treat its bread and beer.
Each dawn, you will find your warehouse stocked with enough rolls and loaves of bread (sand free) to feed you for the day, and enough jugs of beer to slake your thirst under the desert's sun (the alcohol making it safer to drink all day than the water).
For 200cp (discountable), your daily food becomes instead a feast to sate ten gluttons. Loaves of bread, jars of beer, baked fish and river shellfish, roasted beef and pork, grape wine, dates and other fruit in abundance, wild fowl and game, topped off with sweet cakes and honey on the comb.
After discounts, you may spend 50cp to increase the banquet's size by another ten people.

The Green Delta – 200cp, Mortal
Divine king and commoner alike enjoyed the pleasures of the verdant Nile delta and its maze of waterways, and why should you be denied such pastimes? Through your warehouse or another property, you may access a space resembling the twisting canals of the Nile delta. It is a rich hunting ground for water birds, if you enjoy the sport, fishing in the shallows, harvesting papyrus, or simply idly boating in the pleasant air and calm waters. Venturing into the wilder regions will allow you to hunt the occasional crocodile or hippo, if you have no fear of meeting your death.

Ushabti – 400cp, Mortal
Even in Aaru, labour does not cease, for the green fields need tilling just as the fields of the living do. The shrewd soul prepares one of these: an ushabti statuette. When called upon to work, this lone 'answerer'– carved in likeness of yourself - will 'answer' for you. It will come to life as a simulacrum of yourself and carry out labours demanded of it with the same skill as you possess. Its work, however, is unimaginative, for it possesses only a *ka* (animating force), and no *ba* (personality) and precious little *ib* (mind), so it cannot show initiative, invent new things or develop a new way of going about anything – if called on to make an object, it will do so from rote or exactly according to the words of the one instructing it. It feels no fatigue from its exertions but neither does it defend itself unless ordered. If maimed or injured will revert back to its statue form.

The Funeral Texts – 600cp, Mortal
A collection of lengthy papyrus scrolls which include passages from the major funerary works: The Chapters of Coming Forth By Day ("The Book of The Dead"), the Book of The Two Ways, and the so-called Coffin Texts.
Carrying these scrolls allows one to journey into the afterlife of whatever world they find themselves in without fear of their soul being molested or interfered with by spirits, demons and other native entities – provided their wrath is not provoked – and allows passage through any of the closed gates one may find there.
The powerful spells inscribed within provide the foundation for learning the secret words and the ways in which the gods are addressed and the doors of Duat opened, and so this text may be used to teach the beings of other worlds the means through which *heka* is worked, at a basic level.
If you have the Egyptian Soul perk, you may also use this text to grant or divide another's spiritual nature into the various parts described in the Egyptian Soul perk, granting them a *ba, ka, ib* and *shut*.



Hekt of Knowledge – 100cp, Kemet
A jar of beer decoratively topped with a sculpted head of Thoth, and inscribed with many words and phrases promising knowledge. This beer may be poured over a scroll or the pages of a book, and the liquid washes the paper clean of the words and illustrations within.
Instead of appearing inky and dark, the resulting liquid, when collected, appears normal but for words and images from the book that seem to swim below its surface. Drinking this knowledge-infused beer bestows on the wearer all of the knowledge held in the book or scroll that was washed clean, even if the drinker cannot read the script or speak the language. It is impartial as to the contents of the book or scroll: an untrue book imparts untrue knowledge. The jar of beer refills every week.

Black Earth – 200cp, Kemet
A house in the Egyptian style, with a walled courtyard, outer communal rooms, and private rooms in the rear, seated in the centre of a large division of farmland with all of the tools and oxen you will need to sow and reap your crops. The bountiful, dark earth provides generous harvests to grow each season, and the canals and wells will not run dry.
These fertile fields are you spiritual homeland, and thus this land may be found when wandering between worlds: if your *ba* was banished into Duat, it might find this home in the shadowy realm; if your *ahk* finally arrived in the green fields of Aaru, it would find this home there too, exactly as you left it. When it is found in other realms of existence, it provides something of a safe haven from the natural dangers of those realms; the malevolent spirits of Duat tend to avoid it.

Grand Mines – 400cp, Kemet
You have been given management of one of the King's prized mines. This open-cut mine and its laborers can produce many tons of loose sandstone or limestone boulders and cobble each day, or several tons of cut stone blocks. Every so often the miners will come across a layer of more valuable stone like marble, which is quarried at a much lower rate, but is vastly more valuable.
These rock layers are sometimes shot through with seams of metals such as copper, lead, silver and gold, in respectively smaller quantities; all in all around a hundred pounds of metal each week.

Scarab of Godly Meket – 600cp, Kemet
A gold and lapis lazuli scarab of extraordinary beauty, like all scarab amulets it bears a space on the back for the name of a god – which is blank.
By carving the name of a god into the back, you request their divine protection. In matters related to the god's sphere of influence, you appear to have quite extraordinary luck in any aspect that carries chance and risk: an engraving to the goddess Neith would see almost every hunt plentiful with game, and almost every arrow strike home, except the most foolish or lazy of attempts. An engraving to Tefnut would see your wells always brimming with sweet, clean water, and plentiful rains fall on your crops, but never unexpectedly from the heavens above your head.
If you are in mortal peril, the amulet calls up the deity to intercede directly to defend you, by any means up to and including appearing incarnate, towering above your foes and smiting them with rays of fiery sunlight, mountainous floods and waves, earthquakes, sandstorms, living tides of scorpions or whatever methods their nature prefers.
In the face of such naked power, however, the amulet cracks, useless, and will only be restored at the start of the next jump, and you may carve a new god's name into the back.

Pharaoh's Legions – 100cp, Divine
These divisions of soldiers, numbering 5,000 in all, variously armed with sword and shield, bow and spear. Swift squadrons of chariots, some 250, guard the flanks and harass the enemy, and all manner of oxen-drawn wagons supply its needs.
Each and every one of these soldiers is a seasoned desert campaigner and is utterly devoted to your every order, as they hold you in the same regard as the mightiest of gods.
As the leader of this glorious force, you are given a personal panoply of arms, which includes personal articles of war fit only for a divine king such as yourself. Several of the finest swords, a magnificent war crown, a recurve bow and arrows, perfectly balanced javelins, and a gold-flaked chariot pulled by two of the strongest and swiftest horses in all the lands are among the arsenal.

Nome of Egypt – 200cp, Divine
A large region of land from along the banks of the Nile. Possession of this item alone makes you a Nomarch, or the leader of this area, which affords a significant political influence in the government of the Two Kingdoms. In modern terms this is somewhere between a small state and a county, a province or electorate division. It has its share of towns and cities, pasture, cropland and wild hills. The populace of your nome are followers. In future worlds, your nome can be inserted into a suitable location in any Egypt or fantasy Egypt on the banks of the Nile, or may be accessed through your warehouse.

The Crook and The Flail – 400cp, Divine
Two classical insignia of the King of Egypt; the crook symbolising the protection and nurturing of the Kingdoms' people, while the flail is a promise of wrath upon the enemies of Egypt and those who disobey your divine edict.
Taking up the crook and performing an act considered as a kindness, generosity or act of fitting justice by your people enhances the effect of *ma'at* throughout your citizens who benefit from it; your people become less inclined to crime and disruptive activity, neither dodging tariffs nor shirking their duties.
The flail is more direct: taking it up and issuing a decree compels your subjects to obey the command without question, regardless of whether they heard you speak. The effect of the flail is immediate, but the effect of the crook is more subtle, and does not work upon orders made with the flail. Both the crook and the flail are also a potent weapons, each capable of smiting the enemies of your nation like a mighty hammer.

The Double Crown – 600cp, Divine
Representing the unification of the Two Kingdoms beneath the rule of one King, the Double Crown is unsurprisingly a combination of the crowns of the Upper and Lower Kingdoms. In its quest for unification, it absorbs and incorporates into itself any other crowns which you might have, accumulating their grandeur and adornments as well as any unique powers they possess.
Likewise, the Double Crown also permits the accumulation of any nations or kingdoms under your rule, making them provinces to one contiguous empire where possible.
If such kingdoms do not accompany you through your chain (for example, acquiring a kingdom strictly through in-jump methods), then instead those realms become vassal states, and the taxes and tributes of wealth and goods from that kingdom will simply "arrive" in your present capitol (Jump-chan taking care of the logical inconsistencies of time-stopped nations making deliveries to the other dimensions you find yourself in).

Cult of Mystery – 100cp, Neter
Not all cults of gods are spread far and wide, and in fact some are quite exclusive in who may join. You have a cult comprised of ten priests or priestesses who are devoted to your secrets and understanding.
You can decide on the structure and publicity of your Cult, whether they be a secret sisterhood who usher in only new members who are vetted, or an open and public sect of worship who welcome all to give prayers and offerings to you. You may define these initiated members as specifically as you like - left-handed bald eunuchs or maidens with a particular type of birthmark.
If you are not a Neter yourself, they either view you as a senior priest/priestess/oracle to a yet higher power, or perhaps they are delusional in their belief that you are an incarnation of a god.
Your Cult of Mystery grows with your worshipper base; for every 100 worshippers, your cult increases by one member, and the minor temples and secret meeting places in which they gather are as widespread as the prayers to you.

Humble Shrines - 200cp, Neter
Poor is the god with no shrine to call their own. There are roughly a hundred of these small shrines or petty temples scattered throughout the land, located in nome capitals, small villages, by the sides of roads or carved into nooks in wild cliffs as you please. It is up to you whether these shrines are well known by the locals of each region, housed in secret locations marked only by signs that your faithful can determine, or are wholly forgotten and lost from current knowledge.
When the faithful hail you with their worship and you are beside any one of these shrines, you feel where the hail is coming from, and may transport yourself between the shrine you are currently at, and the shrine you are being hailed from.

Ankh – 400cp, Neter
The very symbol of everlasting life. This ankh exists in a form of your choosing and may be freely combined with another item: it may be a tiny gold charm on a bracelet, a decorative head on the end of your *was* staff, mounted atop an awe-inspiring crown, or be a wand to hold in your hand.
The ankh has a broad variety of powers related to life and healing; it may rid disease from the sick, close open wounds, satisfy all the vital needs of the body (relieving hunger, thirst, exhaustion, the need of air etc.), bless a body to remain healthy for years, or restore vigor to the elderly. As long as the power is related to the restoration of a malady, illness or injury, the Ankh can carry it out on any person with a touch or a wave. It might even bless many people with lesser effects – healthy life – if used to bless a source of food or water. The height of its power is to resurrect a dead body to life once more, or to create a new mortal body for a spiritual being from scratch.

Grand Temple – 600cp, Neter
This extensive and elaborate complex is the seat of power for any Worldly Neter, arranged with four critical parts.
The Pylon presents an imposing gateway in the outer wall; as long as the gateway still stands, no other godly being may intrude on the temple grounds or exert their power within.
The Courtyard may be arranged as you please, and may serve other purposes such as an informal marketplace, a comfortable and elegant waiting area where conversation and debate are welcomed, a training ground for warrior devotees, or some other area for relaxation, social business, commerce, craft, or learning.
The Outer Temple serves as a place for offerings to be left, and generates an income of gold, silver and other supplies based on your worshipper base. Such offerings might include food, the gathered weapons of fallen enemies, or materials suited to your spheres of influence or nature, such as ingots of copper and planks of rare wood if you were known as a craftsman.
The Inner Temple is a secluded chamber where you may wait comfortably with your priests and most notable of worshippers and supplicants, holding audience with them. You may see and hear what is going on in the Inner Temple at all times, even when you are not physically there, and you may cause your voice to issue from the walls or statues within it, even if you are actually many miles distant.
The Grand Temple attracts dozens to hundreds of visitors, though not necessarily worshippers, on a normal day, and tenfold that on your cult's holidays and festival days.

Guardian Sphinx – 100cp, Worldly
Each of your properties will have a pair of sphinxes installed at the entry. These stone sphinxes will come to life on your command and defend their site with ferocious cunning and deadly strength. Their claws are hard and sharp as dagger blades, and their flanks as solid as the stone from which they are carved. In appearance, the sphinxes may be human-headed androsphinxes or falcon-headed hieracosphinxes, though if you associate with a particular animal, they may have this animal as their head, and always with the magnificent bodies of lions.

Uraeus Crown – 200cp, Worldly
A crown or circlet fashioned in the likeness of the Uraeus, or rearing cobra, a potent symbol of might, protection and nobility – the form of Wadjet, who guards the Lower Kingdom.
The Uraeus Crown provides to you a measure of her protection. From physical threats, this gold serpent takes life as your protector, judging the hearts of men with its jewelled eyes, and spitting and biting its deadly venom at any who dare threaten to strike you. It is of limited use against supernatural attacks, if necessary leaping from your forehead into the path of a spell.

Was Scepter – 400cp, Worldly
The *was* is a symbol of your might and a pillar which supports your magical power. You can increase its length at will, up to several kilometers if need be, and once set in place it proves impossible for mortal forces to budge. As if pinning your *heka* to the world, your *was* may also support your magic on your behalf; maintaining the focus and control of your magic in your place, as though it had a simple focus of its own. Optionally, your *was* may have a differently shaped head than the common angled form, such as resembling a papyrus branch or combined with the Ankh item.

Ma'at's Feather – 600cp, Worldly
A symbol of the perfection of balance and order, and the right way of life and living. This feather can be spent to create a balancing force to an inequality or injustice. Ma'at's Feather may neutralize an act of evil with and act of good, lawbreaking with punishment, injustice with justice, but does not counter an abundance of goodness with evil or an abundance of law with lawlessness.
It can be spent to reveal the perpetrator of a crime or ensure that a wicked person gains 'their just deserts' through the actions of fate or random chance, creating a karmic reaction to their acts.
It does not hold to the letter of law, but rather enforces a more 'natural' justice. It cannot be used to pervert what is true or moral.
In this way, it can be spent to guide a judgement made against anyone toward 'natural' justice, rather than towards a judgement that upholds the letter of the law but not its spirit.
The feather may also be used by a wronged party to forgive or pardon a being other than the holder and spare them of retribution, vengeance, or punishment handed out by a judge or any third party; when used in this way, the judge or jury will recognize the inherent justice in the mercy being shown, regardless of what the letter of the law demands.
The feather itself may be more literally consumed in order to bring balance to one's spiritual parts, or their soul, or heart and mind. This action provides a balance to the personality of the one who consumes it, and an overwhelming desire to put right any wrongs, and live, in the Egyptian sense, more 'rightly'.
Ma'at's Feather appears in the possession of its owner at the start of each jump and does not reappear until the next.

Golden Knife – 100cp, Solar
Every night, the renewed serpent Apep (Apophis) attempts to consume the sun as Ra travels with it through Duat. And every night, the gods aboard Ra's barque defeat him with weapons just like this one. No matter how many times this curved gold blade cleaves into horrible demons such as the mighty Apep, its polish never dulls, its edge says honed to a razor's edge, and it keeps parting the hide, flesh and bone of your enemies like new. Also, and don't think about it too hard, this knife may be wielded without needing opposable thumbs, in case you choose to fight as a cat or a bird. At your option, this may be another weapon with a cutting edge, such as a khopesh, axe or spear.

Solar/Lunar Disc - 200cp, Solar
A highly visible mark of your favor with one or more of the solar or lunar deities (Ra, Aten, Raet-Tawy, Khonsu etc.), it rests just above your head, either with a framing head dress or floating in position. It is, in truth, not a disc, but a fully-fledged miniature sun (or moon), somewhere between basketball and beach ball in size, as radiant as the celestial body is in the sky. As well as providing a controllable source of pure celestial light (either sunlight or moonlight), its presence repels creatures who favour the darkness, burning demons, unfriendly spirits and any hostile deceased of Duat like they have touched red-hot metal or been scaled with boiling oil. You are immune to any negative effects of having a small sun or moon in such close proximity. If you purchase both solar and lunar versions, your celestial disc may swap between sun and moon, and in its lunar incarnation, may swap between different phases of the lunar cycle, its light being treated as coming from the moon in that phase.

Solar Barque – 400cp, Solar
While merely an imitation of Ra's magnificent vessel, this shallow-drafted boat is richly decorated with the gold signs of the sun. It charts its own course according to your will, able to fly through the sky and travel along waterways, the wind, or beams of sun or moonlight into other realms (Duat and Aaru, heavens, underworlds, other planes of existence etc.). In times of need, the Solar Barque may ignite a small sun of its own above its deck, casting fiery light about it, like a much larger Solar Disc (see Solar/Lunar Disc item) that can light up the land at night or push back the shadows of Duat for hours at a time.
In defiance of logic it may be used to give heliocentric settings the middle finger for a short while, 'carrying' the true sun across the sky to seemingly change the time of day. Abberating the natural order costs dearly of your personal *heka.* Changes made to the sun's natural cycle will 'reset' back to the usual pattern within five days at most, and usually less.

Waters of Creation – 600cp, Solar
In the beginning, there was nothing but the Waters of Creation and *heka*. From this, all things that are came to be, and a small pool of this infinite ocean has come to be yours. By pouring your magical power into this pool, you can cause any object or physical thing to emerge. The value or power of the thing is limited by how much magic you pour into it, though no matter how much you try it cannot produce something that exceeds your own power.
This pool of water is roughly the volume of a large bathtub, and each thing created from it reduces its volume by a like amount. If completely expended, the Waters of Creation take the cycle of the moon to refill the pool.

The Island In The Bitter Lake – 100cp, Devourer
Far out in the restless ocean lies this small island. It is infused with some power left over of the Waters of Creation or the blessings of a forgotten *neter*, for the forests and grasses grow wild and with profusion of exotic trees with dark woods and aromatic resins, spices, and fruits. Yet more unusually, the beasts which live here grow several times their natural size. If such beasts are permitted to reach great age, they may become true rulers of this isle in their own right, learning wisdom and reason and the power of speech.
The isle may be imported into a suitable ocean, or accessed through your warehouse.

Crawling Things – 200cp, Devourer
A horde – numbering five hundred in all – of spirits and hungry things dredged from the depths of Duat that bow their heads and grovel in the dirt at your feet.
Each one is the match of ten humans by their size and strength, ferocity or potency of venom, but there are few mortals indeed who would be able to stand their ground against such monsters.
Their forms may be assorted, deriving shape from the serpents, scorpions, reptiles great cats and other beasts, or tied to yours in some respect – such being lesser snakes before your greater serpentine form. Such loathsome beings distinguish themselves as excellent trackers, spies, or assassins, as at home burrowing through sand to ambush their targets as they are lingering in the shadows or silently dropping from the sky upon their prey.

Empty Darkness – 400cp, Devourer
It is one of the great nightmares of Egyptians to have their soul wander lost in the darkness forever, never to find Heaven or even Duat, and so I give you nothing. A lot of it. An entire realm of darkness and silence, stretching forever. On purchasing this item, you may decide if it is a void with only empty air, or whether this is a barren flat desert plain that extends into infinity, without even an odd rock to break its monotony.
Beings and souls sent into this empty darkness cannot escape unless pulled out from outside; barring you, of course, who have free leave to enter and exit at your pleasure.

God-Holding Box – 600cp, Devourer
An irresistible trap for a god. This magnificently-decorated chest is precisely sized for a single god of your choice to fit into. Should the target god see the box, they will definitely step inside it and lie down.
Once inside they will realize their folly as their godly powers desert them and the box's lid slams shut, sealing itself with molten lead, putting them completely at your mercy.
The empty box may be re-sized by acquiring the exact measurements of your next target, causing only that god to be drawn into the box and sealed. Be careful you don't carelessly re-open the lid, or you may find an extremely angry god with its full powers once more.

Companions
You may purchase or import up to eight companions.

Create or Import – 100cp
Create a new companion or import an existing one. They have 1000cp with which to purchase perks or items.

Opposite Aspect – 200cp
The universe is pretty big on duality here, and no more clear sign exists than this one. This person or god is an opposite to you in many ways, yet it is clear that the both of you belong together. They have the same perks as you have purchased in this jump, but their details are opposite to yours in many ways. For example if you have taken war as a sphere of influence, they might have chosen peace; if you are a king, they might be a queen; if your personality is sharp and fiery then they may be a soothing and calm being.

Ennead – 300cp
The *neter* array themselves in companies of eight, with a ninth as the leader. As you will be that leader, so that leaves only the other eight to define. You may import or create as companions these eight other gods (though they may be Mortals if you wish), each with 800cp to spend on perks or items. It is suggested that each member of this ennead has a counterpart among its members, but this is not a requirement.

"Canon" Companion Pool – 50cp+
Perhaps you would like to take someone from this world without importing or creating them yourself? If you can successfully convince someone to come with you and pay the following cost, they will become a companion.
You may dump as much cp into this option as you like without specifying ahead of time exactly who or what combination of beings will be coming with you, but each type of being costs a different amount to take with you:

- You may take an ordinary citizen of the Two Kingdoms for 50cp.
- You may take a Living God (in the form of a Pharaoh) or a magically-powerful mortal for 100cp.
- You may take a lesser *neter* – one who has few stories or a narrow sphere of influence – for 100cp.
- You may take a greater *neter*, a god whose stories are known far and wide, and who may be possessed of great powers, for 200cp.

They don't receive cp, but their powers and nature are backed by your benefactor.

Drawbacks
You may take as many drawbacks as you please.

The Dynasties +100cp
But of course, you wanted to see the Two Kingdoms from start to finish. You are here not for just one decade, but instead here from the moment of Creation, until the rule of Alexander the Great.
If you do not have or select some form of immortality, your *ka* and *ba* will be reborn in a new body each time your current one dies of old age.

Your Myth May Vary +100cp
Confused? I can't blame you if it was hard to keep up with which god is which. Not only is Horus (Her-ru, the elder) not Horus (the Son of Osiris and Isis) and also not Horus (The Golden Horus), but was Isis the daughter of Geb and Nut, or was she a human woman? Is Set Horus's uncle, or his brother (or conjoined twin)?
The very nature of all *neter* will alter and warp depending on when and where they find themselves and what stories are told about them.
Lowly craftsmen gods may wander into one city and find themselves with the power they had when they (allegedly) created the world, while others still will merge and unmerge or undergo transformations depending on the time of day, changing their relationships with each other from father and son to brothers to bitter opposites, or participating in events that result in their own births.
While you are free from these alterations should you be a Neter, the same cannot be said for any other.

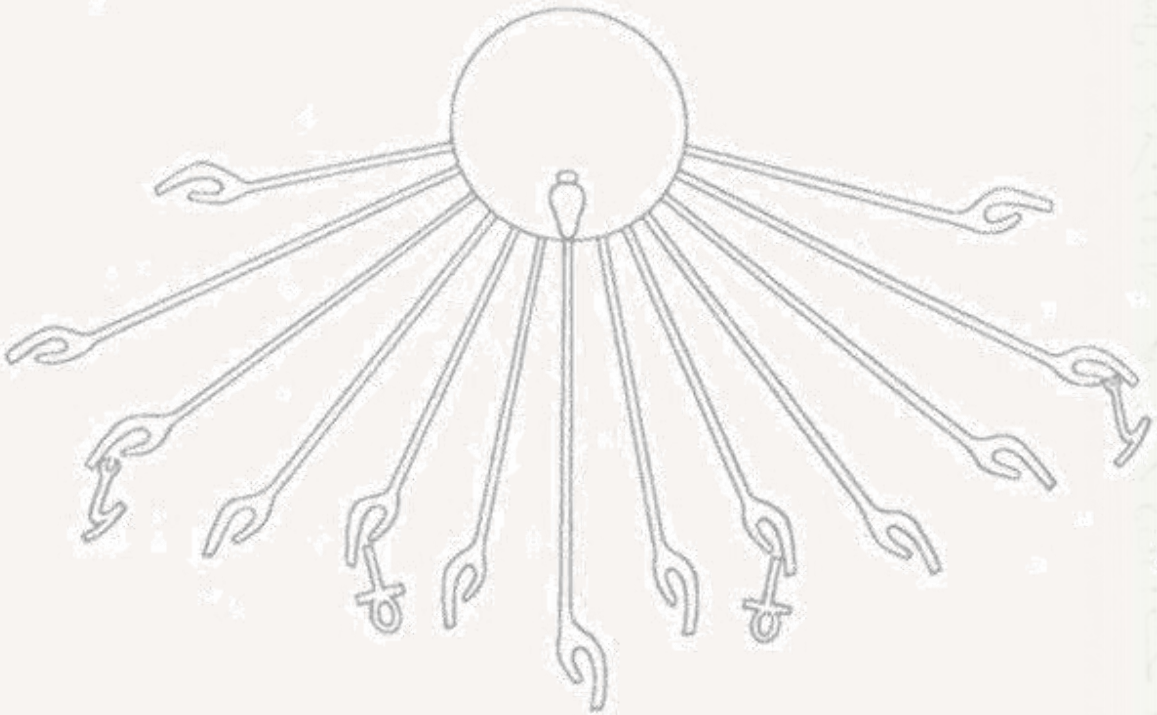
Unwise Promises +100cp
Wit is your folly, and pride is your sin. You are boastful and careless in your word and deed, often promising extravagant rewards for anyone who bests your challenge, only to be quite shocked when some young hero or a cunning god dressed as an old man comes along and wins. You are the sort to say "No man can reach the highest flag on top of my temple, and the one who can deserves my every loaf of bread", only to have some farmer with an axe chop down the pole and collect the cloth, and then all your bread. The greater Neter and your benefactor will hold you to your wild promises.

Weighing of Jumper's Heart +200cp
At the end of your time here, Anubis will weigh your heart and Osiris will pronounce a judgement on you – whether you are fit to continue your chain.
There are two necessities for this: You must be able to proclaim your innocence to Osiris by making the 42 Negative Confessions (I have not attacked any man, I have not stolen…etc.) to him, and then have your heart weighed against the feather of *ma'at*.
You have your entire time here to prepare for this event – even if your heart is as heavy as lead well before your entry, your time here may be productive in balancing out your past misdeeds.

A Stolen Name +200cp
A cunning witch or scribe has learned of your secret name, and holds this power over you. Their knowledge of your name allows their magic to pierce your defences like an arrow through paper, and causes your own magical power to fail when used against them. This ambitious mortal has a great many plans to carry out with your assistance and power. At least they don't want to destroy you, not while you are still useful to them.

Red Sands +200cp
Beset by enemies on all sides, the Two Kingdoms are perpetually engaged in campaigns of pacification with the surrounding nations. Not even a highly militarized Egypt will be able to keep control of all its surrounding vassal states, and raids by rebellious states and foreign powers are a risk even to towns on the Nile itself. The gods themselves are not free of this blight, for the foreign gods of the surrounding peoples are ever eager to supplant them in the eyes of mortals, and Egyptian and foreign god alike take to the battlefield with their nation's armies. Without your participation, either on the battlefield itself or by planning strategies, the Two Kingdoms will be reduced to holding only its own territory, and ofttimes less than that.

Atenopocalypse +200 (If Mortal) or +300 (If Neter)
The rise of Akhenaten as a god-king and the sudden transformation of Aten into the "One True God" of Egypt is a shattering disaster for all the other gods of Egypt. During your time here, Aten, once a mere aspect of Ra as the solar disc, will suddenly be granted great power, the only god whose worship is not banned by the Pharaoh. Aten assumes the mantles of dozens of gods like some kind of divine Borg, and those *neter* who remain find their power crippled by the lack of worship.
If you are a Neter, this period is one where you and your worshippers are outlawed by divine declaration and your power is heavily crippled. As a Mortal, you are forced to worship Aten and the times become harsh as *ma'at* cracks at the edges, for the providers and protectors of the Two Kingdoms are largely powerless. Regardless of when your jump begins or ends, this drawback ensures Aten's dawn shortly into your stay, and will last for at least 10 years and then some - until Atenism is overthrown - if you are staying longer than that.



Ancient Aliens +200cp
It is not through ingenuity or the gods that mankind built the pyramids – they were led by the influence of stranger beings. These aliens from other spheres of existence will come in their silver, dish-shaped craft and insinuate themselves among the people with their sciences and their unearthly powers. While they present themselves as allies to humankind, they are direct rivals to Osiris (as the the god who taught humans to become civilized) and Thoth (as god of knowledge) and skirt the edge of blasphemy with their teachings. They do not intend on just destroying the world as the crawling things of chaos desire. Instead these exotic beings simply have no part in *ma'at*, and they are attempting to make a new order…an order utterly incompatible with the lives and existences of men and gods.

The Usurper +300cp
Upon entering this jump, you will find a station or position of power and authority has been stripped away from you by a hostile *neter*, and your task for this jump will be to prove to the highest gods that you have been wronged and must be awarded it back.
Your opponent is both cunning and strong, possessed of a godly power to match your own, but worse still, he has the bias of the deciding authority (Ra, Ptah, Aten, whichever deity serves as judge), even though plain logic and the chorus of other gods may side with you.
A decades long battle awaits you, as all members of this farce demand often absurd trials of might, skill, debates of reason or just luck to determine which of you are truly worthy, while other *neter* join one of you or the other. Open warfare between your followers and confrontation on the battlefield is almost certain.
Your opponent will do anything it takes them to prove that you are unworthy to take back your place, but you can be sure that the presiding judge will treat matching their tactics as a mark against you.
You will not be able to leave this jump until you defeat this opponent and prove your worthiness to the judge and jury, unless 332BS comes around first, in which case you have outstayed your benefactor's patience.

The Lioness +300cp
During your time here, mankind will grow ungrateful of all the gods provide of them. Whisperings will arise, and turn into revolt against the Sun Gods and the *ma'at*. Ra will order Hathor, a normally benevolent goddess, to become Sekhmet, the Eye of Ra and instrument of divine retribution unto humankind and the many lesser gods who could have stopped this nonsense. Unfortunately, including you.
Sekhmet will sate her bloodlust on the mortals and lesser *neter* of the Two Kingdoms, and it is up to you to stop this goddess from killing humankind altogether. It does not matter how you achieve this - through trickery, overpowering her, showing Ra undeniable proof that humans do not deserve extinction, or finding some way to bribe the other greater gods of the Ennead into restraining their sister.

Solar Guardian +300cp
At sundown, Ra summons you to make yourself useful: to fight off Apep, the serpent known as Apophis, and prevent him from consuming the sun as it passes through Duat at night.
For three nights out of every four, you will take the place of one of the solar *neter* whom normally accompany Ra – deities such as Shu, Khepri, Set, or Horus.
While aboard the Barque and performing your duties, the god Ra, or Amun-Ra, or Aten will bestow you power to ensure you are at least equal to the task if you are not already, or at least are not too great a handicap for the other solar *neter* to put up with.
The consequence of failure in this divine duty is the extinction of the vital light that warms the Earth and the onset of eternal dark on Earth, in Duat, and in Aaru.

The Black Pharaoh +300cp
There are gods older than the reign of Amun, Ptah, and Ra, before time and light and even the Waters of Creation. During your time here, a new pharaoh will begin their reign; a black pharaoh. *The* Black Pharaoh, an incarnated Nyarlathotep, whom the other gods fear and cannot raise their hand against, but desire to cast back into the darkness from whence he came.
He brings with him not just the magic of ancient Egypt but a terrible science of glass and metal, yet his truest danger to *ma'at* is the powerful magnetism of his rule, to which many mortals are inexorably drawn. Throw down this usurper, or at least survive the dark rule to come.

End

One final reward:

Egyptian Legacy – Free on completion
As a reward for finishing this jump, your identity becomes recorded and included in the surviving relics of ancient Egypt (and sufficiently similar "fantasy Egypts") in all future worlds. If you were a Kemet mortal, there will be surviving stories about your adventures or life; if you were a Divine there are likely surviving monuments with your face and name on them, and as a Neter, shrines or temples dedicated to your mysteries might be discovered, and you would be named among the myths related to your actions or those of the other gods you encountered.

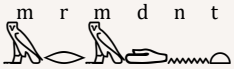
Once your time here comes to an end, all drawbacks lose their potency and you have some final choice to make:

Go Home – Return to your place of origin with all you have gained thus far.

Stay Here – If you stay here and did not already travel through the Hall of Judgement, you have one free pass on the scales of Ma'at to get to Aaru.

Move On – To the next jump.

Notes
V0.82

Jump by m r m d n t 

With thanks to the people who lent their assistance in completing the jump.

Events and Historical/Mythological Accuracy
I'm afraid you'll have to fill in some blanks here. In regards to the creation of the world, the myths disagree on whether Ptah created himself in the beginning and spoke the words which created the other gods and the world, or whether Nun and Naunet laid a golden egg containing Ra, or whether the Benben rose up out of the empty waters of Nu bearing Atum on its back, who furiously masturbated more gods into existence.

It doesn't get any clearer from there onward.

Your own preferences for which Egyptian myths and stories are "true" in this setting will determine what actually happens during your stay here.
I have assumed a mixture of myth and historical fact combining the way that the various gods rose and fell in popularity with the mythology, but where the point of balance between history and myth lies is largely in your hands.

Etymology
If you are doing further research, be aware that due to the nature of the ancient Egyptian language, some Egyptian words use herein may vary to those in other sources (Neter vs Netjer/Neteru, Duat vs Tuat, Aaru vs Aalu/Aru, etc.) and as always the Greeks renamed everything so good luck.

Literacy
Simply appearing in this jump will let you understand spoken ancient Egyptian, but is not enough to teach you how to read and write hieroglyphics, hieratic or demotic, for the average person of this age was not literate. Learning to read and write in this time/place was a highly specialised skill.

Foreign Gods
This jump assumes that the gods of other civilizations of the time periods exist, because some of those foreign gods/goddesses become incorporated into the Egyptian myths and belief system, such as Astarte and Anat.

Perks & Items
You may decline free options.
You may decline to have the *Egyptian Soul/Life in the Afterlife* freebie; however if you do, the Life After Death special jump condition would not apply to you, unless you've some other way to ensure your soul reaches Duat or Aaru.

Scribe – this perk works for any language that you write, read or use a particular type of magic in. Using *heka* with Scribe means writing in hieroglyphics or hieratic, using D&D magic with Scribe usually mean writing in draconic, HP magic with Scibe would be in bad Latin, etc. If none is specified then it works with any language you're fluent in.

The Bull In Aaru – You don't have to eat literally the entire god. You have to eat all the vital parts, especially the heart and organs, to get the spiritual parts housed in those organs. Cooking is fine.

Dual God – Yes, if one person worships you as two different gods (two different spheres of influence), you get to count them twice when determining how many worshippers you have.

Incarnate – When it comes to determining what powers could be manifested while incarnate, try to think weird symbolic stuff before thinking of 'bigger' stuff.
So when incarnated as a forest, it is fitting to become a maze of vegetation, swallowing up those who enter without a trace, but doesn't rule out more blatant effects, like the incarnate desert drowning a town with a tidal wave of sand, if there is enough devoted worship.

The Golden Sun – Selecting soft or fragile precious materials does not impair your existing durability, but may increase it (eg: in case your skin was not already as hard as gold). The precious materials chosen may only be mundane Earth precious materials.
If you have multiple forms, you may select a set of precious materials for each form.

Eye of Ra - Inverts you whole, but if you had a toggle or power control perk that allowed partial power activation or partial transformations, you could invert specific powers or aspects of yourself.

Godly Attributes – You can't import items as your attributes (your attributes are formed from the powers you presently have when you activate the perk). But you can take an item formed by this perk and use it as an actual item – combining, importing etc.
You can choose for these items to change their powers as you gain more/different powers through your chain.

Serpent of Rebirth – Is not contingent on Egyptian Soul.

You may import like items for like at no cost.

Black Earth retains modifications. You find it in other planes of existence with these modifications, and it is always reasonably safe harbour.

Ma'at's Feather – Post-chain, the feather reappears with the rise of the sun.

God-Holding Box – May be sized for any god of this jump initially. This includes any non-Egyptian deities that belong to civilizations that are contemporaries of Ancient Egyptian society.

Companions can't purchase other companions or take drawbacks for more cp.

Unwise Promises – your foolishness is mostly limited to property loss or loss of social status, or some minor injury at best, nothing too life-threatening.

Atenopocalypse – Neter can expect a solid 75-90% power loss. This applies to the other Egyptian *neter* as well.

Egyptian Legacy
So what counts as a 'sufficiently similar' fantasy Egypt? If they use the real Egyptian gods' names, it's probably close enough. It does not give you the 'local benefits' that might come with being an ancient Egyptian figure in that world beyond your legend, however.

Eg: Jumper is one of the gods in this jump and slew Apophis while here. If they then went to Stargate, simply having this legacy wouldn't make you a Go'uld system lord, and wouldn't make Apophis dead, but there would be stories about how someone with your name slew Apophis when the Go'uld were around back in the day (the stories may not be true in that world's history, but they're circulating and known to Earth's archaeologists).

Changelog:
0.8
0.81
Hotfix – companions meant to have 1000cp not 100cp. Ennead can be mortals.

0.82
Scarab of Godly Meket is discounted to Kemet.
Swapped prices of Hekt of Knowledge and Black Earth, and Pharaoh's Legions and Nome of Egypt.
Black Earth, as a part of your spiritual homeland, may be found in the other realms where your soul might wander, such as Duat and Aaru.
Implied a bit stronger that Heka can be improved by study and victories, not only worship.
Crawling Things inspire fear.
Added Age and Gender choices.
A few minor changes to sentences.
Lots of notes.
Fixed the inverted images in the Duat edition.