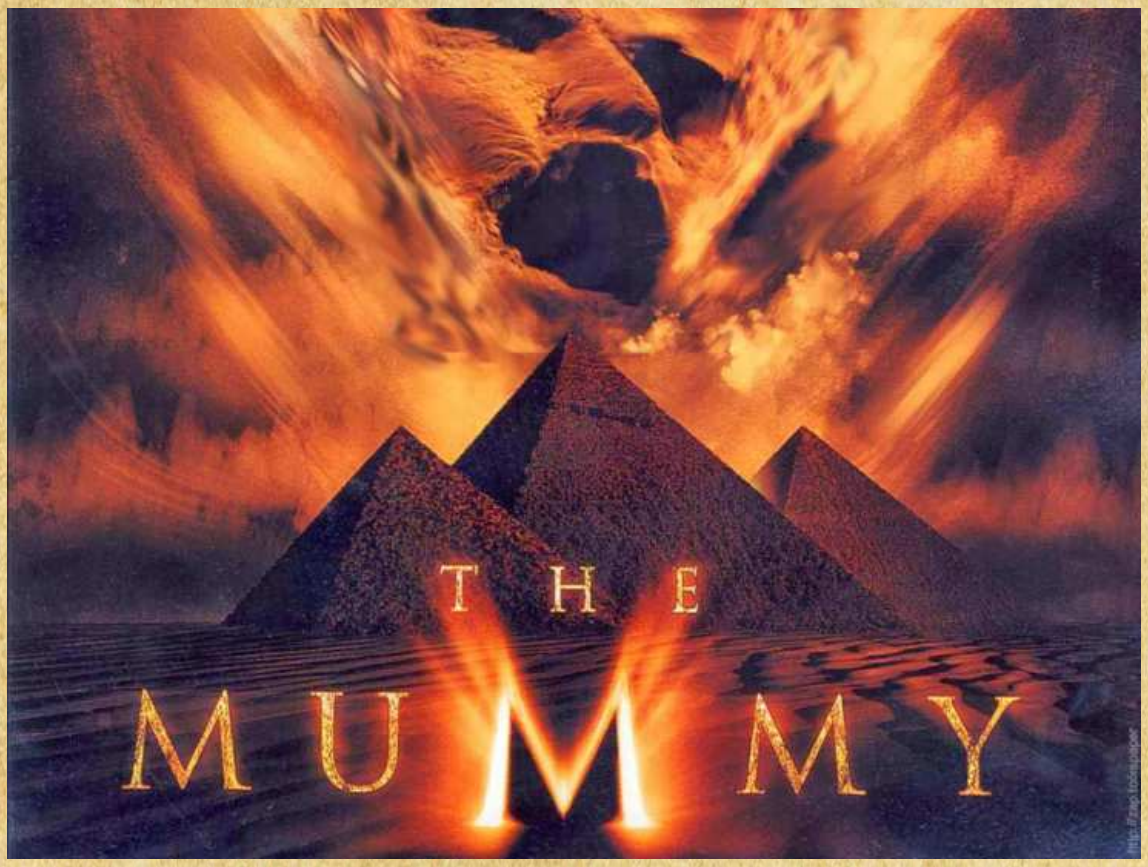
A Jumpchain CYOA



Thousands of years ago, the high priest of the pharaoh Seti the First, Imhotep, murdered his lord after he entered an adulterous relationship with Seti's concubine, Anck-Su-Namun. Imhotep's lover committed suicide when their crime was discovered, but Imhotep would not let death be the end of their love. Using the Book of the Dead, Imhotep attempted to resurrect her. But he and his priests were discovered and stopped by the Medjai; the pharaoh's bodyguards. Imhotep and his priests were mummified alive, and Imhotep himself was given the Hum-Dai; a curse so terrible that should its victim ever arise, they would bring with them the Ten Plagues of Egypt. Buried in his sarcophagus with flesh-eating scarabs that slowly devoured his flesh, Imhotep's mummified body waited in his dark tomb in Hamunaptra, the City of the Dead...

The year is now 1923. Rick O'Connell, a member of the French Foreign Legion and the rest of his garrison are about to be attacked by a group of Tuareg warriors at Hamunaptra. In the aftermath of the battle, Rick will find a peculiar box in the ruins... inadvertently setting the course for Imhotep's return.

You have +1000 CP to spend.

Backgrounds



Drop In- You have no history or memories of this world to help or hinder you. Rather than relying on skill, knowledge, or supernatural powers, you rely more on chance and fate, as well as the help of others. Choice of starting in England, America, France, China, Egypt or Peru. Free gender swap. Age Range: 8-30



Scoundrel- Your history is an interesting and harsh one; thief, adventurer, mercenary, and other less kind words have all been used to describe you, and you're at least decent at all those things. Maybe 'hero' will be added to the list? Choice of starting in Egypt, China, France, or America. Free gender swap. Age Range: 20-30



Scholar- Tales of ancient civilizations had always fascinated you, which led to your current position; you might be an archeologist, a professor, or even just a librarian, but you're close to the ancient world in one way or another. Choice of starting in England, America, or France. Free gender swap. Age Range: 20-30



Medjai- The Medjai, after entombing Imhotep, guarded Hamunaptra jealously to prevent him from ever waking to threaten the land of Egypt and the world again. You are among their number, and have talent with weapons modern and antique and skill at riding horses. You start in Egypt. Free gender swap. Age Range: 20-30



Mummy (200 CP)- You lived a long time ago; hundreds or even thousands of years ago. You were mummified, and now you've risen again... but for what purpose? Whatever the case, you will doubtlessly wield both great might and magic. Choice of starting in Egypt, China, or Peru. Free gender swap. Age: Ancient.

Drop In Perks

"Have You No Respect For The Dead?" (100 CP, free Drop In)- It seems that people are a lot more willing to give you the benefit of the doubt when it comes to your antics. You can do things like mess around with priceless artifacts, and so long as you don't rough them up too badly the most someone will do is shake their head.

"I Lie to Everybody! What Makes You So Special?" (100 CP, free Drop In)- They say that the truth can set you free. But to be honest, lying is usually more your style. You're much better at telling lies and deceiving people, and can even pull the wool over the eyes of people who know you well. Their familiarity with you just makes them more gullible.

Another Useless Trinket (200 CP)- History is all fine and good, but most are after fame and fortune. You're unusually good at finding the second one, and with how rich you'll quickly become the second one probably won't be far behind. Whatever adventures you go on will always turn up a profit for you; the more dangerous, the more treasure or money you'll make.

"It's Not Worth Your Life!" "Yes, it is!" (200 CP)- Some might call you a coward, but what you really have is a well honed sense of self-preservation- as well as a sense for when those rare times when gambling your life for profit- or whatever reasons you might have- is actually not a bad idea. You can also usually tell how far you can and should push yourself before checking out- because sometimes it doesn't matter how much gold you're leaving behind when your life is at stake.

"See Those Sacred Stones? They'll Never Cross Those!" (400 CP)- Your enemies are... surprisingly trusting of you for some reason. Don't get me wrong; all things considered they'll still be trying to kill you, and obvious deceptions on your part are likely to result in you getting a few new holes in you. But a lot of the time they'll take what you say at face value, even if it's about something you rightly shouldn't know, such as the behavior patterns of pygmy mummies.

"Bloody Good Show, Chaps!" (400 CP)- When you're in a bind, people have an alarming habit of showing up out of the blue to pull your ass out of the fire (and to spank it if it's on fire). They might be strangers or loyal friends, but either way it's nice to have people looking out for you. Even if they are Americans.

"Soon After, Mummies Were Found In Peru." (600 CP)- The world, on its surface, appears to be normal- but underneath the layers of normalcy the strange and supernatural can be found. Armies of immortal warriors, mummies, sorceresses, yetis... for someone like you, it might seem hard to avoid the supernatural. Unless, you don't want to, for some reason? You have some sort of strange quality that ensures supernatural happenings, well, happen around you. In this world, that will probably involve a few mummy resurrections, but elsewhere- even in worlds that seemingly lack these mystical things- you will be able to find traces of the weird and arcane, for both good and ill. You can toggle this quality off, if you wish.

Comedy Relief (600 CP)- Almost as if the world itself wants to see you pull through- not that it won't laugh at what it does to you- you seem to be able to shrug off a great deal of harm, so long as it isn't immediately fatal. Instead of being seriously hurt, you'll go through some comedic sequence and come out the other end with minor bumps and scrapes. A spear through your ribs is still going to kill you, even if it takes a few agonizing minutes for you to bleed out, but getting lit on fire or plummeting out of the sky in an airship won't, even if you should probably have bit it. You'll have to dance around, say a funny line or two, maybe scream a bit- but you'll still be alive.



Scoundrel Perks

That's Called Stealing (100 CP, free Scoundrel)- And it's what you do. While you may fancy yourself a treasure hunter (within a certain definition of treasure), you excel at plundering loot, whether it's from ancient tombs, back pockets, locked safes, or other secure locations. You're quite good at sneaking, pick-pocketing, and other shady things.

Fearless Gunslinger (100 CP, free Scoundrel)- What do you do when an undead mummy priest shows up and roars in your face? You raise your shotgun and roar right back. You're skilled with firearms ranging from Colts to Thompsons, and you're also very brave- scary situations and danger doesn't worry you as much, though you're not necessarily reckless.

Call to Adventure (200 CP)- Seeking out an adventure can be part of the fun, but sometimes it can be difficult. Luckily, adventures, assignments, missions, and "plot hooks" seem to fall into your lap with alarming frequency. While profit may not be guaranteed, excitement is often its own reward. If you want to enjoy the quiet life for a while, you can toggle this on or off.

"I'm The Map." (200 CP)- X marks the spot, right? Unfortunately, it's not always that simple- seems the ancients are fond of their puzzles and tricks, not to mention their traps and guardians, all of which can damage sensitive materials like maps or hieroglyphics. Luckily, you have a near photographic memory- it's not quite perfect, but you'll remember enough to get the job done. At the very least, you'll be able to memorize a map after seeing it once. Your memory in general is also improved, letting you recall details you saw once years ago with only a little thought.

Race Against The Sun (400 CP)- Near misses and death defying stunts are part and parcel for an adventurer like you... but what will you do when time itself is your enemy? When the clock is ticking down and everything is on the line, you'll find that you'll have just enough time to succeed- so long as you don't get sidetracked too badly along the way.

"I Know Just The Guy for the Job." (400 CP)- Seems you have a lot of contacts- pilots, mercenaries, scholars... pretty much any profession you could imagine, you know a guy or two who can help you out. Whenever you need a helping

hand, you'll be able to find someone willing and able to take the job, within reason (you won't be able to find a magic tutor in worlds without magic, for example). Sometimes, you might not even need to pay them!

Always Standing At The End (600 CP)- You get beat up, you get tossed around… but when all is said and done, you're still standing there at the end. You're luckier, stronger, more durable, and more skilled in a fight than most people have any right to be. You could go toe to toe with any mummy this world could throw at you, and if you're clever enough you can even win.

"Enough Tricks! Fight Like A Man!" (600 CP)- No mere man can defeat a demigod at the height of his power, not without help at least. But if you can get him to fight on your terms, you might just find a way to defeat him. By insulting someone's honor, you can get them to fight you on somewhat equal terms. They won't necessarily bring themselves down to your level, so think twice if you get in a fist fight with someone who has super strength, but they won't casually annihilate you with their vast elemental power. If someone hates you enough, or if you try and cheat somehow all bets are off as to whether they'll still give you a "fair" fight.



Scholar Perks

Historian (100 CP, free Scholar)- In whatever line of work you've gone into, the ancient past is important in some way- thankfully, you have a great deal of knowledge about history, as well as knowledge of how to read and even speak in several ancient languages, as well as their modern equivalents.

"The Bembridge Scholars Never Wrote About This." (100 CP, free Scholar)- Not all knowledge is perfect, of course- and falsehoods are bound to be seen as fact when the truth is obscured by the passage of time. Luckily, you're much better at discerning when things don't match the common knowledge, and will therefore be able to adapt to this new information easier.

"We Must Learn to Share." (200 CP)- Archeology can be surprisingly dangerous, especially so in this day and age. Not everyone can be an action hero jonesing for a fight, however, which is why you're better at avoiding them in the first place through mediation and diplomacy. You could stand between two groups armed to the teeth, and convince them all to lower their guns and think things through.

"There's Something Incredibly Romantic About Vanquishing The Undead." (200 CP)- It's no surprise that shared adventures can bring people closer together, but for you this seems to be even easier. Getting into dangerous or exciting situations with other people will quickly advance your relationships with each other, turning strangers into acquaintances, acquaintances into friends, and perhaps friends into something more.

Prophetic Dreams, Visions, and Hallucinations (400 CP)- For some reason, you keep having these strange, random flashes of insight- suddenly you might find yourself in a room as it was a thousand years ago, or you may see someone as they were in a past life. This can be disorienting at first, but it will also give you great insight into things that you wouldn't normally know. Eventually, you might find a way to trigger them on purpose.

"I Am A Librarian." (400 CP)- Well... maybe you're not. But you do have amazing abilities of mental categorization and memory, as well as a surprising knack for picking things up on the fly that make you excellent at learning and retaining new things. Over the course of a few days, you could turn from someone who never lifted a gun before into a surprisingly competent marksman.

You may not win any sharpshooting awards, but you might just win a gunfight. And, naturally, there will always be room to improve on the things you learn.

"Egypt is in my Blood." (600 CP)- Reincarnation; the renewal of the soul, giving life to a new mind and body while still retaining much of what it once was. While you may not be a mummy, you still lived at least a thousand years ago- and now, your knowledge of the past has come back to you, giving you the skills and memories of a life lived in the past. You might've been a soldier, a farmer, a merchant, or maybe even a king or sorcerer; you can choose what your past life was like, though not specifically. In future worlds, you can have memories of a past life there, too- with skills and additional memories of their own- that you can access and use as if they were yours. It is also possible that your past life may bear other gifts, such as recognition for your past life or more material treasures.

"Nasty Little Fellows Such As Yourself Always Get Their Comeuppance." (600 CP)- It's a shame that not everyone gets what they deserve in the end. Sure, the day may be saved, the great evil defeated- but how many of their minions and subordinates will escape their fate, cowards that they are? Luckily, fate has a way of smiling on you and frowning on them- those who call themselves subordinate to one you have defeated will find themselves cursed with extremely bad luck and ill fortune. This may not be enough to ensure their demise, but they certainly won't escape this punishment unscathed.



Medjai Perks

Discipline (100 CP, free Medjai)- The Medjai are trained in a wide variety of areas, in order to adequately do their duties. Skill with swords and daggers, as well as most modern firearms, are a part of that; you can also use those things from the back of a horse, if necessary.

Observer (100 CP, free Medjai)- The Medjai are, above all else, watchful and dutiful in their protection of humanity. Although they may not intervene in all cases, and will show mercy even when others trespass on their domain, they are always watching their territory. When you are keeping an area under your watch and protection, you will find that major events tend to happen where you can see them- letting you stay aware of any intruders or visitors.

Animal Husbandry (200 CP)- Medjai often go into combat mounted on the backs of horses, travel long distances on camels, and use hawks to send messages. Needless to say, taking care of these creatures in the harsh desert is important. You have the knowledge to take care of and train animals to the same extent, and although it won't necessarily be fast or easy they will be loyal and follow orders well.

Night Boarder (200 CP)- On occasion, someone will delve too deep into secrets that are better left buried; in these cases, the Medjai may have need of assassins or other sneaks, to leave warnings or silence their targets, if necessary. You are skilled in stealth to a similar degree; you could easily infiltrate a location- even a boat on a river- silently and unseen, and kill your target with the same skill.

"There is a Fine Line Between Coincidence and Fate." (400 CP)- In this world, where fate and prophecy meddle in the lives of the destined, it can be difficult to ascertain what is the work of fate and what is merely coincidence. For you, it is easy- you can tell which prophecies and things of the like are true, and which are false, and can tell when something is a result of luck or some greater plan.

Cut the Head (400 CP)- Supernatural creatures often have weaknesses; supernatural or otherwise. The soldiers in Anubis's army can only be killed by decapitation, while the Dragon Emperor could only be killed with a certain magic dagger. You excel at discovering and exploiting weaknesses such as these,

including finding special weapons such as the spear that killed the Scorpion King- if they exist.

Warrior of God (600 CP)- The Medjai were the bodyguards of the pharaoh, but in modern times their loyalties lie with the gods, and all their lands and peoples throughout the world. Among their number are a few exceptionally skilled individuals; those who can battle and kill groups of superhuman mummies in close combat with nary a scratch to show for it. You are one such skilled individual. In a fight, you are a spectacle to behold; using any weapon available to you- including the environment- to your advantage, and fighting with such precision, strength, and ferocity to give even the fiercest beings pause. Against the supernatural, your combat prowess grows even further- helping to bridge the gap between you and those who should stay buried. Truly, you have been blessed.

Protector of Mankind (600 CP)- When everything is on the line, you're the one holding it; be it alone, or with your brothers in arms, you are a skilled and masterful protector, capable of stalling or repelling a force much bigger and stronger than your own. Alone, you would be capable of holding your ground against a group of armed bandits; with a group, you could hold out against a company, and so on. What's more, your skill in combat will help bolster that of your allies, enabling them to fight with some of the same conviction and sureness that you have.



Mummy Perks

Strength of Ages (Free, Mummy Only)- There are a few different types of mummies that can be found in this world, though there are some similarities between them. They are all undead creatures, and are invulnerable to poison and disease as a result. They do not need food, water, or air, and their undead bodies are stronger and tougher than the average man's, letting them easily toss around mere mortals, smash through brick walls, and endure wounds that might cripple a man. Their hearts and brains are the only truly vulnerable part of their body (and Egyptian mummies may lack even those, their intelligence bound to their body instead) necessitating the destruction of the heart, brain, or most of their body to take them down. Mummies can survive decapitation and dismemberment, and their limbs and head will retain the ability to move when separated from their body. They are also surprisingly agile, and can crawl on walls and ceilings at high speeds or keep up with a bus. Some mummies may also have claws that can be extended from their fingertips, and may also possess the ability to open their mouths to extreme lengths. You may also choose to be one of the pygmy mummies found in Ahm Shere, and can choose whether you look like a human, a weathered corpse, or something in between; a sickly, pale pallor on an otherwise human body is one possibility, if you'd prefer the look of someone who ought to go on a cruise.

"I Hate it When These Things do That." (100 CP, free Mummy)- Mummy's can be quite terrifying, it turns out- not that much of a surprise, as the supernatural has always been subject to fear and suspicion. Although modern fools may not fear the curses of the past, you give them good reason to. You have an intimidating presence, able to alarm and terrify the brave and foolhardy. What's more, the more your appearance and capabilities differs from the norm, the more you will horrify others. You can toggle this on and off.

"No Harm Ever Came From Opening a Sarcophagus." (100 CP, free Mummy)- Thousands of years ago, the threats left in ancient tombs would be more than enough to deter would-be grave robbers. Now, though? Modern men have forgotten the terrors of the mummy's curse. Even the most superstitious and cowardly of men might be tempted into delving into the unknown, if the price is

right. This works in your favor; if you wish, objects associated with you, and you yourself, can invoke a sense of mystery and curiosity in others that leaves them wondering about you. This might tempt them into a trap, or even lead into your plans, if you're clever enough to exploit this.

Timeless Will (200 CP)- Imhotep was buried alive for days before finally expiring from his wounds; so strong was his will, he devoured the beetles eating him alive so that he could survive just a little bit longer, though he had no hope of escape. He is said to have endured this for hundreds of years; his undead body kept dormant, yet aware. You possess a similar will; nigh unbreakable, you can withstand horrors and mental turmoil that would send lesser men reeling.

Strength From Punishment (200 CP)- The Hum-Dai was a curse so terrible, that those who were resurrected from it would possess a host of powers- as such, it was used sparingly. Strange that a punishment could make someone stronger- though thousand-year-old mummies coming back from the dead isn't exactly a common occurrence. Punishments levied against you have a strange habit of benefiting you later on in some way- this won't necessarily be to the same extent as the Hum-Dai, but in some small way you will gain something.

"Death is only the Beginning" (400 CP)- You rose from the dead once- why not return again? When you are stricken down, death is not the end of your story- through some magical ritual, be it the work of a cult or your faithful companions, or even a stranger reading a book, you will eventually rise again, fully restored. You can only be returned from death once every ten years by this method.

Neat Trick (400 CP)- The ancients were capable of many great feats of engineering- even ones that would defy normal expectations. Entire cities hidden away in mirages, mirrors that amplify light to illuminate rooms, puzzle boxes, ingenious traps and obstacles for intruders, beacons that shine the way to hidden locations only when a specific diamond is placed atop it, and more. You are capable of replicating these great works, and possibly creating more of your own, with time. This is a mixture of science and mysticism; the lesser designs you can teach to others, but the greater ones will require your hand in creating them.

Keeper of the Dead (600 CP)- Magic is real, and with it comes the potential for great and terrible things. Naturally, the revival of the dead is one of them- one that might become quire familiar to you, if it isn't already. You know the rites

and rituals required to turn others into mummies, both in ways that let them retain their humanity and one that leaves them as little more than mindless husks. This is quite the complicated process naturally. In addition, non-sapient undead are easier for you to sway, so long as they don't already have a master- mindless ones will easily fall under your control, while smarter ones will give you a wide berth and won't dare to attack you.

Mummy's Curses (600 CP)- The tales of deadly curses have long kept away those who would plunder and rob the tombs of ancient kings. While some are mere rumors- lies made up to keep others away- a few are genuine, and could unleash great evils if they are invoked. You know many of these deadly spells; hexes that cause bad luck and misfortune, or sap the strength and life of those inflicted with them to restore your own; even something like the Hum-Dai, which condemns one to the horrific fate of being eaten alive by scarabs, unable to die- trapped in their dark coffin with no hope of escape (thankfully, yours won't make them come back as a nigh-immortal demigod if someone revives them).

Terracotta Curse (200 CP, no discount, Mummy Only)- You might've been a soldier or commander in the Dragon Emperor's army, for this strange curse has placed hardened mud over your body, like a form of armor. It covers your clothing and any armor, and even your weapons, though it makes them no less deadly or protective (crossbows and the like will still work), nor does it particularly encumber you or hinder your moments. The hardened mud can be broken, but can be rapidly regenerated by taking a moment to focus on it. It is also highly resistant to fire, cold, electricity, but can be broken with gunfire or melee weapons used with enough force or of similar make to your armor.

Hum-Dai (1200 CP, no discount, Mummy Only)- The Hum-Dai; the most terrible curse in all the world. A curse so terrible, that those inflicted with it would bring with them the Ten Plagues when they arose, along with power over the sands, and the glory of invincibility. You were mummified while still alive- your tongue and organs ripped out- before being buried with a swarm of flesh-eating scarabs. You became an undead, undying creature, but were locked away for thousands of years, mostly unaware of the passing of time- until a group of explorers discovered your resting place, and read the passages that would restore you to life. The aftermath was... messy, to say the least.

Your magical powers are many. As mentioned before, you bring the Ten Plagues of Egypt with you; this includes the ability to turn water (and other liquids, like alcohol) into blood over a wide enough area to cover the Nile, the ability to control swarms of insects and other animals, the ability to inflict disease and death on livestock, the ability to inflict festering boils and sores on others (and control them this way, somehow), the ability to bring down storms of burning hail and thunder, the ability to cause an eclipse, and the final plague strikes down the first born sons of both man and beast. Your other powers include the ability to use telekinesis strong enough to lift multiple men, and hydrokinesis strong enough to control a river's worth of water to make a massive wall of water; you have similar control over sand, and can even manifest your face in sand or water if you want to. You can also take on the form of sand to slip through cracks or fly as a cloud of sand, or even as a sandstorm. Finally, you're nigh-invulnerable- only supernatural means can kill you, such as by using a spell from the Book of Amon-Ra to make you mortal and killing you like that, being dragged to hell, or potentially using mystical artifacts such as the Spear of Osiris to kill you. You regenerate quickly from any damage you take, which is harder to inflict because you are many times tougher than even other mummies, and you can even reattach severed limbs with ease. You must take the **Enemy of the Medjai** drawback for no points.



General Perks

Body Art (50 CP)- You have a mark, tattoo, or even a coat of paint on your body of your choice that looks great. Maybe it's the Mark of the Medjai, the gold body paint that Imhotep's priests used, or maybe just a neat set of tattoos that you got from a night of celebration after your latest adventure. You can choose if they carry over to any of your alternate forms.

Awfully Tempting (100 CP)- It's strange how many attractive people you find in this line of work; almost as if they were movie stars rather than bookworms, fighters, and thieves. With this, you can look as good as them, too; you can choose whether this is a general boost to attractiveness, or if it's more specialized- making you look ruggedly handsome, like a sexy librarian, or like a warrior monarch.

Imhotep... Imhotep... (300 CP)- With all the magic that's getting thrown around, you might encounter something that worms its way into your mind and soul- taking control of your body. A strong enough will might be able to resist, but why risk that? You're immune to mind control, as well as other means that others might use to make your body an extension of their will. What's more, you're able to easily fool people who are under the thrall of another into thinking you're one of them, letting you avoid their attack.

Artifact Hunter (300 CP)- There are many artifacts and mystical items found in this world; yet at the same time they're lost, forgotten, and locked away in secret, hidden places. Finding them can be tricky. Luckily, you have a lot more luck when it comes to finding things like that; clues come your way more often, and sometimes even random chance can cause something rare, valuable, or mystical to fall into your hands.

Cursed Body (800 CP)- The Scorpion King, after he accepted Anubis's offer of life and his army, was cursed- turned into a horrific hybrid of man and scorpion, and sent to the underworld with the rest of Anubis's army. His form stood three times as tall as man, his front guarded by four pincers that could easily rip a man apart and his back by three stinging tails. He had immense strength and durability- but although the Spear of Osiris was the weapon destined to kill him,

it is possible that he could've been killed by other means (using the Spear also took out Anubis's army, however, which wouldn't have happened if he was killed with something else). If you wish, you can choose to be transformed in a similarly centauric fashion- gaining a lower half based off of an animal of some sort. Mythical creatures, such as Yetis or dragons, can not be chosen for this. In addition, those who take this no longer age and no longer require food or water, and gain the ability to "hibernate" for thousands of years if they wish.



Five Element Mysticism (900 CP)- Somehow, you've learned how to manipulate the five elements- Earth, Fire, Water, Metal, and Wood. Each one bends to your will, allowing you to control it in any form it takes to the point that you could easily wipe out a town or village with any element of your choice, if you had enough of it. You can additionally generate fire, breathing it out in gouts of flame or heating your body to the point that you can slice through flesh with your hand like a hot knife through butter, although for the other elements you will need to have a source of it of some type. Your mastery of the mystic arts has also made you a few times stronger and tougher than mortal men, and most importantly has made you unkillable by non-supernatural attack, as well as granting healing abilities that rapidly regenerates any non-supernatural damage done to you. You also have a sonic scream… for some reason.

+Awakened Sorcery (300 CP)- After bathing in the waters of Shangri-La, your magical powers have increased; making you ageless, and giving you versatile shapeshifting that can allow you to take on the form of an immense, golden, three-headed dragon, among other things; your forms are strong enough to easily plow through scores of men, and can bring down bi-planes in one leap with ease.



Drop In Items

Dapper Suit (50 CP, free Drop Ins)- A white, very suave suit that's suitable for men and women of taste. Every morning it cleans and repairs itself, ensuring that you always have something nice to wear. Comes with a matching hat.

Rolls Royce (100 CP)- A luxury car for the wealthy; this four-door sedan is the very height of style. And unlike Johnathan's, yours will repair itself, good as new, if it's destroyed after a day! It'll also fill up the gas tank at the same time.

Treasure Satchel (200 CP)- A large satchel, perfect for stuffing treasures into- so perfect, in fact, that it's already stuffed with priceless Egyptian artifacts, gold, and other valuables. There's enough here to buy a large estate, and then some; and while the bag itself isn't bottomless, it can hold a lot more loot than you would think.

Nightclub/Casino (400 CP)- Your very own nightclub/casino, in the country of your choice! It's quire large at around three stories tall, and includes a bar, restaurant, stage, and a dance floor, and is decorated in the theme of your choice. It has a good reputation, and is very upscale. It's staffed, of course, including entertainment.

Eye of Shangri-La (600 CP)- The Eye of Shangri-La; a magnificent artifact that is said to lead to the fabled location. Although it could normally only be opened by the blood of the pure of heart, you can open this one yourself- the stone unfolding to reveal a diamond. Somehow, the diamond can be used to find Shangri-La, wherever you find yourself- a valley that can only be called a paradise to those who see it. By drinking the waters of Shangri-La, one can heal all wounds; those who bath in it become free of the ravages of time, becoming immortal, as well as becoming immune to disease.



Scoundrel Items

Weapons (50 CP, free Scoundrel)- A handful of weapons of your choice; maybe you want a Thompson, two pistols, and a knife, or maybe you're more of a sub-machine gun, two revolvers and a rifle kinda guy. In any case, your weapons are high-quality, and replenish ammunition every morning; if they get damaged or destroyed, they'll show up in your Warehouse at the same time.

Dynamite (100 CP)- Now, normally using dynamite like you would a grenade would be a really, *really* bad idea. Luckily, this bundle runs on movie magic- which means it only goes off when you want it too, regardless of how long the fuse is, and only has as much power as you want it to have; anywhere from a weak blast to full power.

Bag of Tricks (200 CP)- This bag is perfect for the erstwhile adventurer; not only is it easy to carry, but by opening it you can summon any items from your Warehouse that can fit inside; be the weapons, ammunition, or other supplies. Close it, and they can either be kept inside or sent back. It has about as much space as a large briefcase, but the style of bag is your choice.

Estate (400 CP)- A large mansion, belonging to you and located in a country of your choice; not only is it fully staffed with butlers, maids, and other servants, it also has a variety of knickknacks and artifacts that remind of previous adventures and worlds, in addition to luxurious furnishing. Their value is more sentimental than material, however.

Spear of Osiris (600 CP)- The Spear of Osiris is a magical artifact used against the Scorpion King; it has the ability to kill creatures that are normally immortal or invincible, and is especially effective against the creatures of myth and legend.



Scholar Items

Pulp Fiction Novels (50 CP, free Scholar)- These books- judging by the stylized covers- are retellings of some of your most interesting adventures, with the names and likeness of the characters slightly changed so that you can say they aren't based off of you or your companions. Whenever you have an adventure that's worthy of being told, a new one will arrive in your Warehouse.

Library (100 CP)- A large collection of books and tomes, telling both the history and folklore of this world. While most of it isn't anything you couldn't learn elsewhere, there is the occasional nugget of rare knowledge... In future worlds, the library will update with the history and mythology of that world.

Museum of Antiquities (200 CP)- A museum in the country of your choosing; it is home to ancient artifacts and other interesting items from the ancient culture of your choice. The value of most of them is due to their historical significance, rather than the materials they're made of, but there are a few real treasures among them. If you'd like, they could instead be drawn from past worlds- though, the same rules apply. Explaining where they came from might be difficult, as well.

Dig Team (400 CP)- Sometimes, you just need to dig something really big and old up. When that happens, you could spend thousands of dollars on workers, tools and food for the workers, as well as any other number of misc. expenses- or, you could merely call in this dig team. Not only will these men- who will show up as if from nowhere- happily dig up whatever you want for no cost, but they'll do other labor along the way, and even help drag your loot out of whatever hole you dug it out of.

Book of Amun-Ra (600 CP)- Also called "The Book of the Living", this golden tome has power over the living and the undead, containing spells that can take control over non-sapient undead creatures, and even removing the immortality or invincibility of them if they posses it- allowing them to be killed like any other mortal. Spells that end or drain life are also most likely found within its pages.

Medjai Items

Nomad's Garb (50 CP, free Medjai)- The clothing of the Medjai are well suited towards the arid desert they call home- fitting loosely to not cling to the skin and overheat, while still being warm enough to protect from the cold nights.

Animal Companions (100 CP)- The Medjai don't just have each other; they also have their stalwart animal friends. More than just mere pets, they are well trained and well bred for the Medjai's nomadic lifestyle. You have a horse, as well as a hawk that can send messages like Horus did for Ardeth Bay.

Medjai Blade (200 CP)- A curved sword used by Medjai warriors; it is of the highest quality, and can cut through both man and monster alike easily. Even the warriors of Anubis's army can be decapitated with one well aimed blow.

Oasis (400 CP)- A beautiful, large oasis in the desert, with sparkling clean water and fruit trees for sustenance. Although there aren't any buildings in this place, it is perfectly hospitable to life- although you can choose to build here, if you wish. The entire location is also hidden by a mirage, hiding it from sight from both above and below. You can find it unerringly.

Medjai Brotherhood (600 CP)- The Medjai number in the thousands; now they number in the thousands more, as you are now the chieftain of your own tribe of Medjai warriors. As chieftain, you will have a greater amount of sway in their organization, and your tribe- which numbers in at around 10,000- will follow you on your journey; providing you with a secretive cabal of warriors and assassins under your command who will adapt to the worlds you visit, arming themselves with that world's best equipment, within reason.

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Mummy Items

Sarcophagus (50 CP, free Mummy)- A surprisingly comfortable place to lay yourself to rest; you have a sarcophagus with your choice of design, be it one of simple stone or one inlaid with gold and other precious things. No bed bugs.

Jar of Flesh-Burrowing Scarabs (100 CP)- This stone jar contains a large number of flesh-burrowing scarabs, which inexplicably have the ability to burrow into someone's body (something which is visible under their skin) where they will then proceed to the person's brain to devour them from the top down. They can enter a state of hibernation between meals for thousands of years, ensuring that you don't have to feed them all that often.

Death Mask (200 CP)- A stone mask depicting a face of your choice/design; when wearing it, any traits of yours beyond the human norm (within reason) become imperceptible, including strange smells of decay or the creaking of your ancient bones.

Resting Place (400 CP)- Ancient ruins, filled with traps and corpses just waiting for an intruder to join them; you have your choice of either a sunken, catacomb-like city like Hamunaptra, or your very own pyramid; alternatively, you can choose a large tomb like that of the Dragon Emperor's. In any case, this ancient place makes the perfect lair for you. It even has a treasure chamber, and it does NOT have a lever in a random hallway that will sink the whole structure. Unless you want that, for some reason.

Book of the Dead (600 CP)- The counterpart to the Book of Amun-Ra, the Black Book of the Dead restores life, while the Book of the Living is said to take it away. The Book of the Dead has the ability to restore the deceased to life- though the corpse is needed, as are fresh organs from a ritual sacrifice if the ones belonging to the one meant to be revived have withered away- and can also be used to create mummies, both the mindless undead type and the more intelligent versions.

General Items

The well equipped adventurer is one who survives their journey; you have an additional **+150 CP** to spend on any items.

Egyptian Jewelry (50 CP)- A few pieces of resplendent, gold, Egyptian-styled jewelry, such as anklets, earrings, necklaces, etc. They're valuable, but maybe you'd rather wear them?

Mummification Tools (50 CP)- All the tools required for the mummification process. You've got your iron pokers and hooks for scrambling brains, canopic jars for storing organs, and of course the one thing that every mummy needs: a few simple stone sarcophagi that replenish as you "use" them. Oh, and you have bandages, too.

Religious Symbols (50 CP)- A collection of religious symbols and basic prayers written on small scrolls to go along with them. They might not ward off the undead all the time, but you might get lucky while reading one of the prayers...

Egyptian Asp (50 CP)- A poisonous Egyptian snake; it seems to be familiar with you, and will only bite when you want it to. It comes with a small urn that it likes to curl up in.

Cat (50 CP)- A cat (or kitten) of your choice of color; it's surprisingly friendly for a cat, and for some reason hostile undead creatures are uneasy around it.

Egyptian Warehouse Theme (50 CP)- Want to relieve your past life, or are you just feeling nostalgic? In any case, purchasing this will install a switch in your Warehouse that changes the "theme" of your Warehouse to something you might see in an ancient Egyptian building- turning the walls and floors to sandstone, replacing lights with torches, and so on. Flicking the switch again will change it back to its normal looks.

Treasure Chamber (50 CP)- A large, empty room has been added to your Warehouse. While it's empty right now, when you put valuables inside it the room will expand to hold them, and will even display them in a way that is aesthetically pleasing to you. **For an additional 300 CP**, you can have it come loaded with a huge amount of treasure- gold coins, statues, gems, ornate swords, and other valuables.

Biplane (150 CP)- Your very own biplane! While it's not indestructible, it can weather crashes surprisingly well, and it's armed with machine guns that never seem to run out of bullets.

Bug-Repelling Amulet (150 CP)- This magical amulet repels insects of all types- so long as you're wearing it, no scarabs, scorpions, spiders, and other insects will dare to land on you.

Terracotta Chariot (200 CP)- A chariot, similar to the one that Emperor Han himself rode; like his, it has been converted to stone- also like his, the horses were, too, becoming mummified just like their master and losing the need for rest, food, or water. It belongs to you now, and unlike the Dragon Emperor's your horses will regenerate when harmed, ensuring that you always have a mount.

Dirigible (200 CP)- A small boat that has been converted into an airship with a hot air balloon. Despite its ramshackle appearance, it can comfortably fit a handful of people, is near silent when running, and fast- it's also loaded with all of the supplies one might want to take on an adventure, such as food or water.

Treasure Map (200 CP)- A treasure map, which doubtlessly leads to some great treasure- as all good treasure maps are wont to do- as well as a key, which can be used to open whatever's holding the treasure. Following it isn't so simple a task, however, as it will doubtlessly lead you on an adventure with its share of traps, puzzles, and enemies- but if you succeed, you will something of great value, be it treasure or something more. In each world you visit, the map and key will update with a new adventure for you to go on. An additional map and key can be purchased for **100 CP**, with any others after that costing **50 CP**.



Companions and Followers

Everyone needs someone to watch their back, be they a friend or lover. You have **+200 CP** that can be put toward any option in this section. All OC companions ("Best Friend" through Forgotten Pharaoh) can also be used as Import options.

Companion Import/Creation- You can import or create one companion for 50 CP, giving them 800 CP to spend on any option (including the Mummy background) except for property and other companions.

Canon Companion (200 CP)- Would you like to bring Rick O'Connell with you on your journey, or maybe his son, Alex? Maybe you'd like to bring ruin with Imhotep, or safeguard the world from the supernatural with Ardeth Bay? You can choose one canon character to bring with you on your journey per purchase of this; you will have to convince them to come with you, however.

~~Con Artist (100 CP)~~ Best Friend (200 CP)- This man or woman of some (in)fame has decided to follow you around on your adventures, for some reason. Maybe they're a long lost brother of yours, or maybe you've cowed them into becoming your lackey? Their guile is matched only be their luck, both of which seem endless as they survive near miss after near miss, usually with a lot of gripping and cursing. Their luck is in turn matched by their greed- so be careful that they don't end up in hot water! They have all of the Drop In perks and freebies.

Ambitious Knave (200 CP)- An orphan who grew up on the streets, now an adult looking to find their fame in ancient crypts and forgotten catacombs. They're streetwise, and a damn fine brawler at that; their fighting ability was further honed in the military, although they were kicked out for one reason or another. Now, they hope to make their fame and fortune alongside you, for whatever reason. They have all of the Scoundrel perks and freebies.

Adventurous Academic (200 CP)- A scholar from one of the old schools; perhaps Yale, Harvard, Oxford, or even Bembridge. Regardless, while somewhat less savvy than the other options available here, they bring their own skills and knowledge to the table, learning exceptionally quickly from whatever adventures or work they go on- though they'd prefer the adventures, if you don't mind.

Strangely, they seem oddly knowledgeable, even for someone who's spent their life with their nose in a book... They have all of the Scholar perks and freebies.

Medjai Guardian (200 CP)- A silent, yet stalwart bodyguard of Egyptian heritage who has attached themselves to you for some reason- they claim it's because of some prophecy or another, but that's yet to be seen. From their tattoos, it's obvious to see that they are a Medjai- though what the ancient organization wants with you, if anything, they won't say. Maybe they just see you as a friend? In any case, their swordplay and tactical knowledge should be a welcome addition to your cause. They have all of the Medjai perks and freebies.

Old Flame (300 CP)- A beautiful young man or woman who arrived on your doorstep one day, claiming to be your long lost husband or wife. It turns out that to them, you are *very* long lost, as they claim that they last saw you a few thousand years ago- right before you both were killed, and they were mummified. Now, they seek to rekindle the flames of your love... if you will have them. Luckily, they seem to have an appearance that's awfully tempting, and suited towards what you find attractive. They also have all of the 100-600 CP Mummy perks and freebies, except for the Terracotta Curse. You can import another companion for this option, though you should think carefully on who that is.

Cursed Monster (400 CP)- A strange creature, part man (or woman), part beast, has somehow found its way into your company. Apparently, at some point or another (as their curse has also made them immortal, their actual age might be greater than it appears), they were cursed with this form by a god for some crime of theirs- though whether this punishment was just or not is dubious, as the gods are often mercurial and capricious in their ways. In any case, they are greatly relieved that you were willing to put up with them despite their monstrous appearance, and have chosen to help you in whatever way they can. They have the Cursed Body perk, as well as the Background perks of either Drop Ins, Scoundrels, Scholars, or Medjai, similar to the Peruvian Mummy below.

Peruvian Mummy (500 CP)- A mummy who would normally be found in Peru; there are quite a few of them, it turns out. You'd think they'd have been discovered earlier, but maybe the existence of the supernatural has something to do with that? In any case, they have all of the Mummy Perks except for the Hum-Dai and the Terracotta Curse, as well as all of the Background perks of

either Drop Ins, Scoundrels, Scholars, or Medjai (in the case of the Medjai, they're a different type of secret warrior clan).

Ancient Sorcerer (500 CP)- This master of the Chinese elements studied with old mystics in China long ago, at around the same time as the Dragon Emperor did- travelling throughout ancient China, and ending their pilgrimage by bathing at the pools of Shangri-La. Although their appearance would suggest otherwise, they're much older than they appear- thanks to the immortality provided by the ancient waters. They've decided to join you on your journey, for some reason- perhaps they see you as a potential apprentice, or maybe it's the other way around? In any case, they have the same choice of Origin perks as the Peruvian Mummy, and also have Five Element Mysticism and Awakened Sorcery.

Forgotten Pharaoh (500 CP)- An ancient pharaoh who's name was stricken from history for the crime of trying to bring an ancient, primordial god of darkness back into the world. They were thwarted somehow, and were given the top punishment available for their crimes: the Hum-Dai. They were revived sometime ago, and after draining the life of the fools who awoke them they found you. Although they have allied themself to you- perhaps recognizing something in you from long ago, or maybe just because they're keen on the idea of the Chain for some reason- at times they seem confused as to who is who's companion. While they no longer have the ambition to bring their god into the world, they're still a haughty, imperious individual, with a bit of a hedonistic streak from their time as ruler. However, they also wield great power- power that they're willing to share with you, whatever their reason might be. They have all of the Mummy perks and freebies except for the Terracotta Curse.

Pygmy Mummies (100 CP)- These mummies, the cannibalistic inhabitants of Ahm Shere, once worshiped the Scorpion King; now they've got a new god- you. While they're not all that intelligent, they can follow orders, and if nothing else they're good for comedy relief and harassing your enemies. They're armed with daggers or poisonous blow-darts, and number in at around thirty. For **50 CP**, you can add another thirty to their number; you can purchase more as you like.

Yetis (150 CP)- A trio of mighty yetis; large, white furred, ape-like creatures with oddly cat-like features that guard the mystical Shangri-La. They've allied

themselves with you, and will come whenever you call them, wherever that may be. Additional Yetis can be purchased for **100 CP** for three.

Cult (300 CP)- Who doesn't like a good cult, especially when you're either the head priest or someone they've deified? You'd have to be incredibly charismatic or powerful to get so many followers- who number in at around a hundred, mere mortals they may be. Their demographics are up to you- perhaps you want a tribe of warriors like the Medjai, or priests like Imhotep's ancient followers. Maybe you want a hundred beautiful concubines? Whatever servants you want, they're yours- a hundred more can be purchased for **200 CP**, after which the price drops to **100 CP**.

Skeletal Soldiers (300 CP)- One hundred undead warriors; they might not be mummies- having withered to skeletons long ago- but the lack of muscle hasn't diminished their loyalty to you. Although they're only a little tougher to kill than a normal human, they don't need to rest or need sustenance. They can be a bit boneheaded at times (get it?) but they're ultimately a effective fighting force. For **200 CP** you can purchase a hundred more, afterwards the price drops to **100 CP**.

Terracotta Contingent (300 CP)- One hundred mummified soldiers, encased in stone like the ones who belonged to the Dragon Emperor. Unfortunately, they won't become invincible after passing they great wall- fortunately, they're still super-strong, super-durable, and armed with stone crossbows, spears, and other ancient Chinese weapons. For **200 CP** you can purchase a hundred more, after which the price drops to **100 CP**.

Army of Anubis (1600 CP)- The Army of Anubis- a force that could threaten the entire world if it was awoken (although the assertion that there are as many of them as there are grains of sand in the Sahara desert is false), consisting of around 100,000 nine-foot tall, bipedal jackal warriors, armed with ancient Egypytian weapons. They are totally under your command- responding to your orders mentally- and can only be killed by decapitation, eventually recovering from any other injury- and even if they are felled in battle, so long as their commander (you) lives, they will rise again. You must take the **Enemy of the Medjai** for no points.

Drawbacks

(+1200 CP Limit, No Limit with JUST)

Extended Stay (+0 CP)- If you wish, you can choose to stay in this world up until the modern day, regardless of when you start.

The Scorpion King (+0 CP)- If you'd prefer, you can choose to start in the time of the Scorpion King, and can experience his adventures instead; that, or you can start during the reign of Seti the First.

The Animated Series (+0 CP)- The events of the animated series are now canon; between the time of The Mummy Returns and Tomb of the Dragon Emperor, the O'Connell's will have to contend with werewolves, a minotaur, and other mythical creatures, as well as the mummy Imhotep.

Dark Universe (+0 CP)- The events of The Mummy (2017) are now canon in this universe- although they probably won't come into play if you didn't take the Extended Stay drawback above. A new mummy will rise in the modern day, a Dr. Henry Jekyll will start an organization called Prodigium, and Rick O'Connell will be long dead at this point, explaining why he wasn't a part of the events that happened.

"Wrong Side of the River." (+100 CP)- No matter where you go, it seems you tend to end up in the opposite of where you meant to be at first- the wrong side of the river, the wrong side of the tomb, even the wrong side of the world if your pilot is particularly drunk.

Quicksand! (+100 CP)- Quicksand; the quick, sandy killer of the desert. You encounter it far more often than you should, and although quick thinking can save you from a sandy grave, having to pull yourself out of pits all the time is bound to get annoying.

Like Dominoes (+100 CP)- Seems you have a peculiar, and very specific case of bad luck- whenever there are a bunch of things stacked next to each other, be they ancient stone pillars or bookshelves, you seem to bump into them in a way that sends off a chain reaction- sending them all to the ground.

"Sorry About The Rolls." (+100 CP)- Why do all your things get broken all the time? It always seems to be the nice things, too- your Rolls Royce, your diamond

necklace, your expensive portraits- replacing it's going to cost a fortune, and repairing whatever's broken might take a good chunk of time, too.

Bad CGI (+100 CP)- You might've noticed something odd about this world; it seems that while the locations are usually nice, the creatures you encounter... aren't. They're not quite ugly, so much as they are incredibly uncanny and hard to look at. Anything of yours that's supernatural is affected in the same way, making it look like it was poorly computer generated. If you wish, you may keep this as a toggleable effect.

"Here We Go Again!" (+100 CP)- You can't quite seem to settle down; you're always looking for the next adventure or mission you can take; even if you start to enjoy the quiet life, something will grab your attention and you'll be off again.

"SPANK MY ASS, RICK, SPANK MY ASS!" (+100 CP)- Your speech is often littered with innuendos that, while possibly funny, might obscure what you really mean. Well, some of it won't really be open to interpretation- like the title of this drawback, for example- but it's still embarrassing.

Coward (+100 CP)- Yellow-bellied, is what the Yanks would call you- you don't have a courageous bone in your body. You'd happily leave your friends to die if it meant saving your own hide, and the idea of fighting fair- or fighting at all, really- makes you want to curl up in a sobbing ball.

More Balls Than Brains (+200 CP)- Seems you're a bit thick, and not in a good way. You're thick in a stupid way, and at the same time you're also reckless and overly brave. This combination of things means that you'll probably end up in quite a bit of danger, and your dumbness might let others take advantage of you.

I Hate Bugs! (+200 CP)- Remember those flesh-burrowing scarabs? Well, you're going to be encountering them a lot more often, along with a whole slew of other creepy crawlies. You'll find pits filled with them, have hundreds of them crawling out of walls, and probably end up covered in them at some point, too..

No Harm Ever Came From Opening A Chest (+200 CP)- You're not the most cautious of individuals- even when you know it's likely a trap of some sort, you'll still open that chest just to find out what's inside. Let's hope that curiosity doesn't kill the cat, because you'll encounter baited traps and ambushes often.

Nearsighted (+200 CP)- Your vision is just bad- not only that, but any other sense that you might have that might help this is just as bad, rending your world a fuzzy, unclear landscape.

Lost Fortune (+200 CP)- In a world seemingly filled with treasure, gold, and magical artifacts… you won't be able to get any of that, no matter how hard you try. Anything of the sort that you didn't purchase here will be lost to you one way or another, be it twists of fate or simple bad luck.

Lost Fame (+200 CP)- Perhaps worse in any way than not getting any money; while you still might not get any as a a result, depending on your luck/drawbacks, now you won't get any recognition for your deeds, either. Try as you might, no one will believe your fantastic exploits unless they were there themselves- any shows of power dismissed as mere parlor tricks. It seems no one takes you seriously, either.

Beni's Friend (+200 CP)- There's this guy named Beni Gabor that you're going to get a lot more familiar with, since he's decided your his friend. He'll annoy you constantly, get you into trouble, draw unwanted attention towards you, and set off dangerous traps through a combination of greed, cowardice, and stupidity; worst of all, no matter how bad he gets you won't be able to get rid of him through any means.

Mummy Magnet (+200 CP)- What is with this place and mummies? During your stay here, you'll encounter dozens- perhaps even hundreds- of mummies, seemingly from each corner of the globe. While a lot of them will be your "standard" mummy, that can be taken down with the right fire power, keep in mind the examples set by Imhotep and the Dragon Emperor; while they may be above average, you're going to encounter a lot more mummies than average, too.

Manacle of Osiris (+300 CP)- You've got a golden manacle around your wrist now; one that's said to contain the power to move mountains, blot out the sun, and raise the dead. Unfortunately, what it really does is seal away your out of Jump powers, including your Warehouse- while the manacle still possesses them, you will need to seek out the Scroll of Thebes in order to learn how to use its powers. You must also beware those who would take the Manacle for themselves, lest they find a way to wield your powers against you.

+Bracelet of Anubis (+300 CP)- Instead of Osiris's Manacle, the Bracelet of Anubis has found itself on your arm. Like the Manacle, it will seal away your powers; unlike the Manacle, it will also kill you in seven days unless you take it off by traveling to a hidden, unknown location, which can only be found by following the clues the Manacle provides. You'll need to be at the top of your game in order to survive, as the journey will be treacherous, but if you succeed you will be free from the Bracelet and regain your powers.

Enemy of the Medjai (+300 CP)- The Medjai- an ancient order of warriors, dedicated to the protection of mankind- have made enemies of you, either because of your crimes or because of the overwhelming threat you present to the world. You can expect assassination attempts, harassment, and possibly even magical attack, if they can find any artifacts to use against you- you're the number one priority, above even Imhotep.

+Jumper's Bane (+300 CP)- The Book of Amun-Ra, used to kill Imhotep; the Spear of Osiris, used to kill the Scorpion King; the magic dagger used to kill the Dragon Emperor. Each of the main threats faced by the O'Connell's had it's weakness... and the Medjai have found yours. Be it a spell to remove your powers, or a weapon that will always strike true against you, they have a means to kill you that definitely will.

Wrath of the Dragon Emperor (+300 CP)- Despite the best efforts of yourself and/or the O'Connells, Emperor Han will succeed in bathing in the pools of Shangri-La- returning to life and becoming truly immortal, as well as invincible. Not only that, but the only weapon that can defeat him will be destroyed in the aftermath, leaving no known way to defeat him.

+Beyond the Wall (+300 CP)- Not only will the Dragon Emperor succeed in resurrecting himself, he will also succeed in moving his army beyond the Great Wall- making them just as ageless and indestructible as he is. His great army, combined with his peerless leadership, will become a threat to the world as he seeks to stamp out resistance and peace.

The Mummy Returns (+300 CP)- Imhotep would normally be revived and defeated twice; now it seems the ancient mummy priest will return much more often, each time with a new plot that will prove to be just as deadly and dangerous as the last, if not more so.

+Dark Army (+300 CP)- Imhotep will succeed in taking control of the Army of Anubis, defeating the Scorpion King and taking control of both him and his army. Using it, he will usher in an age of darkness, casting away the Spear of Osiris into hell to ensure that there is no threat to his reign.

JUST (+600 CP)



You sure about this? Everything- and I mean EVERYTHING- seems to go wrong with you now. Call it fate, luck, or destiny, but you just can't seem to catch a break. Don't think that dying will end your suffering, either- whatever cosmic being is making you its chew toy will ensure you suffer greatly before you die.

Endings

The effects of all drawbacks end; regardless of your next choice, you will get to keep and take everything you purchased here with you.

Go Home

You go home, taking your powers, companions, items, and other treasures with you and your chain ends.

Stay Here

You decide to stay in this world, instead; your affairs back home are taken care of, and your chain ends here.

Next Jump

You move on to the next Jump; the next adventure.

Notes

-YJ_Anon

-Merry Christmas!

-Items that are lost or destroyed will return to your Warehouse in one week unless specified otherwise, and will come with replenishing supplies of ammunition/fuel/whatever they need to function unless specified otherwise.

-Each of the OC companion options (Best Friend, Ambitious Knave, Adventurous Academic, Medjai Guardian, Old Flame, Cursed Monster, Peruvian Mummy, Ancient Sorcerer, and Forgotten Pharaoh) can only be purchased once.

-The Medjai Brotherhood, Pygmy Mummies, Yetis, Cult, Skeletal Soldiers, Terracotta Contingent, and Army of Anubis are followers, and don't take up companion slots until they are imported as companions somewhere else. They will respawn as companions do unless specified otherwise.

-The animals you can control with the Hum-Dai's animal related Plagues include: lice, frogs, flies, locusts, rats, scorpions, snakes, and scarabs. You can control them in such numbers that the flying ones can block out the sun when swarming.