

Note: Some portions of these House Rules were taken from those of Pendragon and/or Octavo.

Character Creation

Use the following alternative rules when constructing a starting character:

- Attributes: 6/5/4
- Skills: 16/11/7
- Specialties: 5*
- Merits: 10
- Cult/Tomb: 5
- Pillars: 10
- Affinities: 3 (Judge, Guild, and One Other)
- Utterances: 2**
- Memory: 3
- Bonus Experience: 10xp

*Mummies must select two 'Archaic Specialties' that reflect having lived in times long past.

**All Mummies begin with two Utterances regardless of their Pillar spread.

Experience Costs

- Attribute 4
- Skill 2
- Specialty 1
- Merit 1
- Pillar 2
- Affinity 3
- Fated Affinity 2
- Utterance 4
- Memory 2

Akhu and Khat

An Arisen is not a mere mortal, but a radiant being, one of the Deathless, garbed in ever-living Sekhem, and their inclinations are not those of humankind. The Akhu is their divine identity, the god they are to their cultists and the face they present to the world- immortal, eternal, often capricious and sometimes pitiless. It is much like their Tomb, a Monument to their greatness and

to the glory of the Judges and the Shan'iatu- and much like the Tomb, it is merely a facade they present to the world.

The Deathless know, inherently, that they are, in fact, dead. Without the power of Sekhem flowing through them, they'd be little better than their desiccated Khat, and as such what remains has come to represent who they are beneath the power and the glory of their godhood - the Khat beneath the sahu, as it were.

When the Mummy acts in accordance with either archetype while pursuing a goal, they regain a point of Willpower. When they perform an action in line with either archetype that would cause them undue risk or harm, they regain *all* their Willpower. If the action they have taken would cause a Memory Breaking Point (Akhu) or a Descent Check (Khat) that certainly qualifies. The Deathless choosing to act a god in public to handle a perceived slight could come back to haunt them, and choosing to be a mere human in the presence of their guildmates could risk their standing among the immortals. The first function can be used once per scene, while the second can be used once per chapter.

By Decree: A Mummy acting in accordance with either Akhu or Khat over the course of the game, may elect to replenish points in their Defining Pillar instead of Willpower in any combination.

Sample Archetypes

Cult and Tomb

All Mummies have a Cult, all Mummies have a Tomb, and accordingly all Arisen characters gain five extra merit dots during Character Creation to distribute between the two Merits.

Additional Merit dots and Experience may be spent to give a character a really impressive Cult or Tomb. Furthermore, Reach and Grasp cost 1 Experience per dot to raise.

Healing and Durability

The Arisen are the most enduring beings in existence, their very nature tied tightly to the life essence of the world itself. Bodies of death without any meaningful reliance on their physical organs Mummies needn't fear mortal injury. The web of Sekhem that animates them cannot be undone by mundane means. Therefore a mummy's physical body, while not strictly indestructible, is as close to it as possible.

System: Downgrade all mundane damage to bashing, even aggravated damage. Each turn a Mummy automatically heals [Sekhem] points of damage, in any combination of bashing and lethal, healing lethal first. Mummies cannot be stunned, sickened, exhausted or knocked unconscious. Damage based Tilts and Conditions heal the turn after they are dealt unless delivered via Aggravated damage or magical means (in which case they heal when all damage is recovered).

If this healing still fails her, she may spend a Pillar to heal aggravated damage as well for [Pillar dots] turns. No mundane mortal weapon can destroy her body while she heals in this final manner.

Supernatural Damage

Mundane Damage is anything naturally occurring in our literal reality. Guns, knives, car crashes, these are mundane things and a Mummy sloughs them off as though they were nothing.

Supernatural damage is trickier; a magic spell can damage straight to the Mummy's mystic core. But what constitutes 'supernatural damage'? Is it a Werewolf's claws? A Demon's laser enhancements? Is a hammer swung with Vigor now somehow mystical? The answer, well that's up to you. Individual books will weigh in differently on the subject, but fundamentally it's on the storyteller to decide what counts as truly supernatural in her world.

The Roar

There may come a point in an Arisen Mummy's decent that she requires great power, but none is left to her. If she's able and willing she might be able to consume a Sekhem infused relic, but that carries with it great costs. Barring that option, there is still one powerful source of Sekhem a Mummy commands; herself. As a last ditch effort an Arisen Mummy may elect to cannibalize her own Sekhem, resulting in a brief but tremendous jump in power followed by crippling decline.

System: The Roar requires an instant action, and costs a dot of Sekhem. Doing so increases the Mummy's Sekhem rating by five (to a maximum of 10) and unleashes Terror Sybaris for the remainder of the scene. At the Scene's end the Mummy must immediately make a Decent roll, using her reduced natural Sekhem.

Sybaris

Unease Sybaris

A mortal must roll Resolve + Composure - (Sekhem - Memory) in order to resist Sybaris under these circumstances:

- Direct contact with a Mummy
- Entering a Mummy's Tomb (remember to factor in the effects of the Lifeweb)
- Touching a vessel once used by a Mummy
- Face-to-Face Interaction with a Sadikh
- Spending 24 hours within (Sekhem) miles of the Mummy. [Depending on the Tomb the Lifeweb could also inflict this]

Bonuses and Penalties:

- You have experienced Terror Sybaris (-2)
- You've seen the Mummy's khat (-1)
- The Mummy has caused you a Breaking Point (-1)
- Unseen Sense Merit linked to ghosts, magic, or the undead (-1)
- Every night spent within [Sekhem] miles of the Mummy or their Tomb (-1 to -5)
- Has never met a Mummy before (+1)
- Has never come into contact with a Cult, Relics, or Tomb before (+2)

Roll Results:

- Dramatic Failure: The character's mind breaks under the tides of Sekhem and Duat, and gains the Disturbed Condition
- Failure: The character succumbs to Sybaris and gains the Uneasy Condition
- Success: The character manages to resist the effects of Sybaris, but are still a bit on edge. They suffer a -2 penalty to all Social actions involving the Mummy that scene.
- Exceptional Success: The character doesn't suffer the effects of Sybaris and retains full control of their faculties. They do not have to roll for Unease Sybaris for an entire week.

Characters only have to roll when they have no Condition, or the Uneasy Condition. They can only proceed to the Disturbed and then Flood of Duat Conditions after experiencing a Breaking Point. Note that this doesn't have to be at the Mummy's hands. It could simply be a completely mundane Breaking Point, though it usually has something to do with Conditions you already have or something you did as a result of those Conditions.

Uneasy

People so afflicted by Sybaris begin to feel insignificant before the weight of time, their works fragile, their existences cursed and doomed to failure. Communities turn inwards, discriminating against outsiders, expecting the barbarians at the gates to destroy everything they have worked for at any given moment. They become obsessed with ritual, and more importantly material examples of it. People carry luck charms, develop strange superstitions and habits, while those in power build monuments to their own greatness. Your sleep is fitful and uneasy, every moment wasted is some more of your precious- albeit futile -time down the drain. You suffer a -1 penalty to all Resolve + Composure rolls while you have this Condition. It fades naturally in a month, granting no Beat.

Possible Sources: Contact with the Deathless or Lifeless, Sekhem Relics, or a Tomb

Resolution: Fail another Sybaris roll, progressing to Disturbed. Alternatively, you may Resolve the Condition by failing a roll pertaining to the Decree Pillar of the Mummy who inflicted it on you.

Beat: Your fixations cause you to make a poor choice in another aspect of your life.

Disturbed

The Sybaris has well and truly begun to drive people mad. Old secret societies flourish, and new cults form to assuage the afflicted of their fears and doubts, to give them hope of an eternity and a lasting legacy- they seek out leaders obviously unaffected by Sybaris. They shamle through life drained of meaning by an obsession with immortality, and they stop planning for anything more than their most immediate needs. They abandon intimate relationships, professional advancement, and continuing education. Code words and hidden messages become a part of everyday life.

Victims begin to unconsciously replicate occult patterns from lost Irem- the Arisen might actually recognize their ciphers and secret handshakes. Those so afflicted become impulsive and jumpy, willing to do whatever it takes to preserve their legacy and defeat their unseen 'enemies'. Mummies and anyone using a vessel as a symbol of power gain a +2 bonus to dealing with those affected with the Condition. The penalty to Resolve + Composure rolls increases to -2. It fades naturally in a month, granting no Beat.

Possible Sources: Failing a Sybaris roll while Uneasy, suffering a Dramatic Failure to the initial Sybaris roll.

Resolution: Act on (and fulfill) one of your emotional impulses, regressing back to Uneasy. Face a Breaking Point as a result of this Condition, or a Mummy, progressing to Flood of Duat. Gain a dot of Integrity (back to Uneasy)

Beat: You do something morally questionable or terrible you normally wouldn't do without the Condition.

Flood of Duat (Persistent)

The energies of death and time enthrall mortals so completely that the Underworld invades their dreams. Arisen memories of Duat and Irem (even ones they may not recall themselves) clash with local

faiths and personal symbols. Shezmu crushes angels underfoot, local priests worship the Judges. These visions drive the victims to act on their delusions, perhaps scrawling Iremite in alleyways, killing "demons" they see in their friends, performing bloody rites in their basements, and so on. When they lose this Condition, they gain the Amnesia Condition regarding anything they may have done.

The bonus/penalty of Disturbed is increased to +/-3 and in addition, you spread Sybaris as though you were a Sadikh. Those who have casual conversation with you must roll to resist becoming Uneasy, and it can drive people into Disturbed. You cannot, directly, push people into the Flood of Duat, but your actions may break any resistance another one of the afflicted may possess. This Condition doesn't fade on its own- it must be Resolved. Resolution still leaves you Disturbed, and what's worse is that Condition is now Persistent. Those afflicted by Sybaris often bear the scars for life.

Possible Sources: Suffering a Breaking Point while Disturbed, Dramatic Failure on a Terror Sybaris roll

Resolution: Gain or lose a dot of Integrity, fall in with a Mummy Cult. All methods return you to Disturbed.

Beat: You fail a roll as a result of this Condition or you ignore some obligation because of the Flood of Duat.

Terror Sybaris

A mortal rolls Resolve + Composure - (Sekhem), and consider the bonuses or penalties listed above for Unease Sybaris. When affected by Terror Sybaris, the mortal's memory will warp, and their sanity will crack. They will see the Mummy not in their sahu, or even their khat, but a mixed combination of the two and horrific imagery as suitable for Decree, Guild, and the Mummy's Cult. A Mummy of the Ren Decree may manifest as a woman with golden scales and a mouth dripping bloody foam, another sees a great uraeus, and still another may see the Mummy as an incessantly writhing colony of snakes. Each Mummy has their own unique Sybaris Form that repeats with variation depending on who sees them. The details differ, but the symbols are the same.

Terror Sybaris occurs under these circumstances:

- The Mummy first wakes to the Descent
- The Mummy is resurrected
- The Mummy *spends* a level of Sekhem
- The Mummy reveals their khat for the first time
- The Mummy uses an Affinity of Utterance that causes it

Roll Results

- Dramatic Failure: The character goes catatonic, doing nothing but worship the Mummy or scream themselves hoarse. They may start gibbering in Sybaritic Omens, or try to flee, but whatever the case they will likely never speak of the event again- even if threatened on pain of death; their fear of the Mummy is that powerful. They lose a dot of Integrity and

gain the Flood of Duat, Broken, or Madness Condition. Once that Condition has been resolved, the character will likely become a Witness.

- Failure: The character flees as swiftly as they can, or prostrates themselves before the Mummy, begging for mercy. They lose a dot of Integrity and gain the Disturbed, Delusion, or Demon Haunted Condition. If they must act, they do so at a -3 penalty to all action.
- Success: The character manages to keep a grip on their Integrity, but suffer a -3 penalty to all actions for the rest of the scene as Sybaris lashes at the back of their mind. They take the Guilty, Shaken, or Uneasy Condition, and are likely to fear punishment if they speak of what they have seen, and will probably reinvent it, given time.
- Exceptional Success: The character is able to stand resolute in the face of an Eldritch abomination. They still see the Sybaris Form, but they have steeled themselves and can stand against it. The character replenishes their entire Willpower pool and gains the Steadfast Condition.

Author's Note: Demon Haunted is essentially Shadow Paranoia reskinned to be the demons of Duat.

Memory

Mummies rise with Memory 0 and Sekhem 10. Assuming the Mummy rises within her tomb, over the next scene or two she will progress to Memory 3. If for whatever reason she does not rise from her tomb the Mummy's Memory will be stunted, advancing only to Memory 2. From here it is in the character's hands to recover her memory piecemeal, through exposure to her past works, connections and aspirations. As she does so the Mummy unlocks forgotten secrets, talents and aspirations which further shape her identity.

Memory Beats

As a Mummy uncovers her past, she is rewarded with special Memory Beats. These function exactly like normal beats, save that the experience gained may only be applied towards buying new dots of Memory. Memory Beats are awarded whenever the Arisen character has a run in with works of her previous incarnations - descendents of former lovers, projects that withstood the test of time, Arisen comrades and competitors from ages past.

Two special exceptions to this rule exist. First, a Mummy's Tomb serves as an especially potent link, those who rise outside their tomb and later return to it automatically gain a dot of Memory. This benefit is already accounted for in Arisen who rise within. Second, Iremian ruins act as a universal reminder for all Arisen, even if the particular location has no personal significance.

Monuments

All Arisen strive to leave something behind, a legacy that endures the test of time. They call these lasting achievements Monuments, and invest them with aspects of themselves. Whenever a Mummy fulfils a personal or cult aspiration she may mark it as an Monument, make note of the Monument and Aspiration that spurred it on her character sheet.

Next select an Affinity, Attribute, Pillar, Skill, Specialty or Utterance acquired during the course of that story and mark it alongside the Monument (it's not lost, just recorded for later). If a Mummy achieves the same aspiration more than once, such as bolstering a pre-established organization, or once more defending a precious talisman, she may invest yet another talent. As such it's possible for ancient, long standing Monuments to bear great fruit when uncovered.

Recalling Monuments

Should this Monument stand the test of time, and the Mummy encounter it in a later recurrence she resonates with its Sekhem, branded by her identity, and recovers the invested ability(ies). But not immediately, a few conditions must be met. First the Mummy must have some idea that this Monument is part of her past. This generally occurs when she gains her first beat from encountering it. From there, she must uncover clues, accruing beats until finally she can afford to purchase a new dot of Memory. When that dot is purchased the Monument is unveiled, and the Mummy immediately recovers all talents invested within.

By default all Mummies begin play with three Monuments, kept secret by the Storyteller. The Storyteller also decides what talents have been invested within. Further Monuments are established through play. For games that occur over several incarnations these Aspirations should, for the sake of continuity, remain the same. The storyteller will have to trust players not to instantly metagame their way back into power (a little metagaming can be passed off as repressed memories peaking through).

Weird Deeds: Abstract Aspirations

Not all aspirations are strictly material. A Mummy might possess an aspiration like "Prove I am more than an undead killing machine". However, no matter how abstract the goal, the Monument will have some physical reminder. For the previous example, the Mummy might have proved her point by founding a medical school, which serves as the Monument in this instance.

Gifts Ungiven: Handling Hidden Monuments

There are a few potential ways a storyteller can handle unknown Monuments. The most obvious is for the Storyteller to assign whatever boons he sees fit, gifting them to the player when the Monument is uncovered. Alternatively the Storyteller could bestow a number of Experiences, to be spent as the player sees fit when the Monument is unlocked. In this case the player should spend those experiences completely, and cannot mix them with Experiences earned over the course of the story. Those purchases will be locked in as the benefits of the Monument going forward.

Breaking Points

Certain actions run counter to a mummy's recall, they betray her history on a fundamental level and set her back towards ignorance. The list of Memory 'Sins' found on Page 77 of the *Mummy: The Curse* is a good starting point, but not entirely ideal. For one, Morality has little to do with a Arisen recollection. Moreover as a mummy unlocks her identity she opens herself up to further pitfalls.

System: Memory sins are no longer broken down by memory level. All Arisen share a set of universal breaking points, regarding the destruction of Sekhem, Irem, and their heritage, as well as a number of personal breaking points unlocked as they progress in Memory.

Sample Universal Breaking Points

- | | |
|---|------------------------|
| • Destroying Evidence of your mortal life | <i>Roll Two Dice</i> |
| • Ruining of a Personal Monument* | <i>Roll Two Dice</i> |
| • Theft of items from your own tomb | <i>Roll Three Dice</i> |
| • Undermining a Personal Monument* | <i>Roll Three Dice</i> |
| • Losing a Guild Vessel | <i>Roll Four Dice</i> |
| • Destroying Evidence of Irem | <i>Roll Four Dice</i> |
| • Ignoring a Personal Monument* | <i>Roll Five Dice</i> |
| • Fulfilling Your Purpose | <i>Roll Five Dice</i> |

* Occurs only if the Mummy has recalled the Monument

Crimes of Ignorance

Rarely does one of the Arisen deliberately undermine her own Monuments, more often than not it occurs out of ignorance. Arisen all too frequently destroy their past works unknowingly, only to later realize her folly. In instances such as these a Mummy has two options, either go into denial and lose dot of Memory, or go into despair and automatically succeed a descent roll.

You might ask how a Mummy, after receiving a beat for her encounter, could still go on to destroy her accomplishment? She could be harried, too rushed by her descent to properly investigate. She could be mistaken, focusing on the wrong details and failing to see the bigger picture. But all too commonly she is deceived, given an Aspiration by her Judge that runs explicitly counter to her personal growth. After all, Monuments are great steps on the path towards Apotheosis and must therefore be stomped out.

And yes, in case you are wondering, the Judges will absolutely send Arisen to undermine the work of their peers. It generally falls to the Mummy's cult to raise her, or defend her Monuments on their own.

A Cruel Durance

When Sekhem depletes, a Mummy falls. Her agency is lost, and her monuments abandoned to the test of time. This marks the end of her advance, and the beginning of the scouring. Memory is, at its core, anathema to the Judge's interest. The Shan'iatu chose servants at the height of their talent, and invested them with the power they deemed *necessary*. Growth is undesirable, and should be removed. During its time in Duat, the Five-Fold soul is abused, beaten back towards its original shape. Memories and skills are flensed, Affinities suppressed, Pillars added or torn away. When next she rises, the Mummy will have lost much of what she was, abused back into the shape that was intended for her.

System: Each Mummy rises roughly as a starting character. Not all of her experiences are lost, as represented through the initial exp boon for new characters, but most are. Characters will have to start anew, seeking out Monuments and building new ones. Players of Arisen characters may want to keep "fresh" copies of their original character sheet for games that will repeatedly reset. A more lenient Storyteller may also wish to increase the initial experience boon whenever the character rises.

Permanence of Impermanence

Certain qualities, such as social backgrounds and resource merits make little sense to lose through the scouring. For these qualities the Storyteller must be the final arbiter, granting and removing boons as the story requires. This could mean starting characters with additional merit dots, or gating contacts behind memory levels. Fundamentally stories are too varied and unique to make a hard and fast ruling. Use your best judgement to create the best experience for your table.

An Ascended Soul

Mummies who choose to pursue Apotheosis must possess the following prerequisites.

- They must have a minimum Memory of 7.
- They must have acquired five dots in all of the Pillars.
- They must drop to Sekhem 1.

The Mentaar is nothing less than a soul's complete reclamation of itself. It remains infused with the power of the Rite, but now that power is much more firmly at the soul's command. No longer is the soul tethered by heavy chains to the throne of its master in Duat. The link is broken, the soul takes flight. The Rite's entire paradigm is inverted, and as a result, the soul's new default state of being is... life.

Ascended gain the following benefits...

- They can finally move Sekhem from one vessel to another, which consequently allows them to learn how to create relics, given time.
- They reclaim their True Names and all associated elements of identity, becoming functionally invisible to the mystical world. Any and all attempts to track them by magical means automatically fail (unless the Ascended wishes otherwise).
- The “Chinese wall” imposed upon the soul by the Rite is brought crashing down, flooding it with long-buried memories of its unlife in Duat.
- They may substitute Memory in place of Sekhem for most game purposes. Hence, they may fuel Attributes with Pillars, and can still join a chorus, but their Memory determines the efficiency of their efforts (or resistance to others’ efforts).

Ascended, however, suffer the following drawbacks.

- They can no longer access any Utterances tiers or relic powers that require the expenditure of Sekhem.
- They can no longer avail of the benefits of the Roar.
- Every time the soul dies or falls into *henet*, it must endure a death cycle. And each time it happens, there is a chance that the soul will simply not return, reflected by a Memory roll.