

Mummy: The Curse House Rules

For General System Changes and Hacks see my Chronicles of Darkness Hacks [Here](#).

Mummy Character Creation

[Adjusted Experience Costs](#)

[Cult and Tomb](#)

[Purpose and Motivation](#)

[Purpose](#)

[Motivation](#)

[Aspirations](#)

[Healing and Durability](#)

[Supernatural Damage](#)

[Attribute Bonuses](#)

[Sekhem Advantage Table](#)

[Sybaris](#)

[Terror Sybaris](#)

[Unease Sybaris](#)

[The Roar](#)

[Memory](#)

[Memory Beats](#)

[Monuments](#)

[Breaking Points](#)

[Durance](#)

[Affinities](#)

[Seven Virtues, Seven Sins](#)

[Utterances](#)

[Cost and Activation](#)

[New Keyword: Memorial](#)

[New Keyword: Tomb](#)

Mummy Character Creation

Use the following alternative rules when constructing a starting character:

- Attributes: 6/5/3
- 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.

Adjusted Experience Costs

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

Cult and Tomb

All Mummies have a cult, all Mummies have a tomb, accordingly all Arisen characters gain extra merit dots during character creation to distribute between the two. Of course, additional merit dots and experience may be spent to give a character a really impressive Cult or Tomb.

Also, Cult Reach and Grasp **DO NOT** cost two exp or build points per dot.

Purpose and Motivation

The Arisen do not possess the vices and virtues of mortal men, they are defined by a higher purpose. Even so, mummies are not unthinking automata (as much as the Judges would like them to be), they have an identity of their own. Aspirations, dreams, and fears. This is reflected on their character sheet as two qualities (replacing Virtue and Vice):

Purpose

A Mummy's purpose is drawn from the dominion of his Judge, it represents the function he was intended to serve, etched into him by his time in Duat. For instance, a Mummy of Artem-Khet, Judge of liars and false profits, carries this same purpose and is rewarded for embodying his Judge's domain.

System: Purpose is not strictly marked on the Mummy's character sheet, rather it is drawn naturally from the Judge (already marked). Whenever the mummy performs an act that jives strongly with the domain of his Judge, such as punishing a blasphemer under the judge Artem-Khet, his Descent is briefly waved (resetting his Sekhem clock).

See the full list of Judges in the Mummy core book (pg. 56)

Motivation

A Mummy's Motivation defines the factors that drive him and give purpose to his unlife. This should be sometime removed from his duties to Duat, as even the most fanatical zealot will have personal interests beyond those of his Judge.

System: On the Mummy's character sheet, where Virtue would normally be tallied, instead write in the character's Motivation. This should be something broad and fundamentally unsustainable through the countless cycles of death and rebirth. Therefore a Motivation like, "Protect my son" isn't reasonable, but "Father and protect descendents" is something that would require constant work and can change radically over the course of a Mummy's many lives.

The player and storyteller should get together when designing a character to work out an Motivation that both fits the concept and the game that will be run. Any time a Mummy fulfills his Motivation he recovers a point of Willpower. Should he happen to run across a lasting piece of his previous incarnation, one that has survived since his last resurrection, it heartens him and he recovers **all** spent willpower.

Aspirations

A mummy's Purpose and Motivation are further refined through her Aspirations (GMC pg 150). These define a Mummy's short term goals, and change with each resurrection. As with normal mortals a mummy possesses three Aspirations, each chosen at the moment of her waking. However they are not all hers to decide.

- One of the mummy's Aspirations is provided by her Judge, an ever nagging sense lingering in the back of her mind. If it is the Judge who woke her then this Aspiration is always tied to the reason for her waking (ex. Recover the talisman stolen from your tomb). If woken by her Cult or a Sothic turn then this Aspiration is something more tertiary that the Judge wishes to achieve. It may involve building monuments to Irem, assisting other Arisen, or hamstringing the plots of another Judge.
- The mummy's second Aspiration is provided by her Cult, a desire shared between them that seeps into the Arisen through their prayers. If the Cult woke her, then this Aspiration is the reason for her waking (ex. Protect us from the strange ashen crows that invade our dead). If not then it's a more tertiary objective, something that may well benefit the Cult and her alike. If a Mummy has no Cult she simply loses out on one of her Aspirations, just one more reason to command loyal followers.
- Her final Aspiration is hers to choose, and will likely be tied strongly to her Motivation. Unlike other Aspirations this one takes some time to emerge, coming to her only once the mummy achieves Memory 3 or more.

Mechanically these Aspirations function exactly as described in the God-Machine Chronicle Rules Revision. Whenever a mummy accomplishes an Aspiration, be it Judge, Cult, or personal, she is free to replace it with one of her own.

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. Each turn a Mummy automatically heals [Sekhem] points 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.

Example: Ba-Hep is under fire by an entire platoon of trained soldiers. In the first turn he takes 15 bashing, rolling over with 7 lethal (leaving him with 1 bashing, 7 lethal). At the start of his turn, with 5 Sekhem, he heals five of that 7 lethal (leaving him with 1 bashing, 2 lethal). Another turn of fire inflicts another 15 bashing (leaving him with 4 aggravated, 4 lethal). Seeing he's in danger Ba-Hep spends a Sheut Pillar, and promptly heals all 4 aggravated damage, and 1 lethal. With Sheut 4 he will continue to heal aggravated damage for three more turns, during which time even if they run him over with a tank, he will not be unmade.

Supernatural Damage

The term 'mundane damage' gets used here several times, but what exactly does that mean? In essence, 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 harm is more tricky, 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.

Attribute Bonuses

When a Pillar is spent to boost attributes **all** physical attributes and the mummy's decree attribute (Mummy: The Curse pg 75) are improved simultaneously. Attribute bonuses have been modified, see the table below for details.

Sekhem Advantage Table

Sekhem	Utterance Level	Stam, Decree / Str, Dex
10	5	6/5
9	5	5/4
8	5	4/4
7	5	4/3
6	5	3/3

5	5	3/2
4	4	2/2
3	3	2/1
2	2	1/1
1	1	1/0

Sybaris

As with Vampires in Blood and Smoke, and Werewolves in Idigam Chronicle, Mummies possess an aura of their own that can be released when needed. As written Sybaris has two forms: Terror Sybaris and Unease Sybaris.

Terror Sybaris

In addition to all functions presented in Mummy: The Curse (pg. 148) a Mummy may also use Terror Sybaris in response to non-physical magical assaults, calling on the eternal enchantments of Irem to overwhelm lesser magics. Examples include the mind affecting powers of Vampires, the pattern altering sorceries of Mages, or reality distorting Exploits of Demons. Terror Sybaris may also be unleashed to counter ghostly Numina of any kind, though those of other immaterial beings (Spirits, Angels, etc.) are restricted to non-physical manifestations.

(ex. A Mummy could unleash her Sybaris if a Mage attempted to turn her into a newt, but not if he flung lightning at her)

System: Releasing Terror Sybaris requires the Mummy be at least partially aware she is subject to magic before the magic has fully taken effect, and that she spend a Pillar to unveil her form. When she does so the mummy rolls Presence + Sekhem, instantly Clashing (as in a Clash of Wills) with the magical effect. Success undoes the enchantment completely. Once unveiled Terror Sybaris cannot be called upon again until the scene ends.

Unease Sybaris

Unease Sybaris functions as written, save that the assorted levels of unease afflict conditions appropriate to their description. It is up to the Storyteller to devise and adjudicate these Conditions (not hard, they are basically spelled out in the book) and any Beats that may arise from them.

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.

(ex. Ba-Hep needs to call on his mightiest utterances to defeat a truly epic foe, however his Sekhem is only 3, not enough to access such power. He opts to use The Roar. Paying a dot of Sekhem he immediately drops to Sekhem 2, however for the rest of this scene the benefits of the Roar put him at Sekhem 7 (2+5). At the end of the scene, the battle won, he immediately makes a Decent roll at Sekhem 2)

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. Descendants 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 fulfills 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 (the notes section is good for this).

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 Monuments 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.

Example: Al-Shim-Ra has just unlocked a hidden Monument, one of particular significance to her past. The storyteller gives her player free reign over it's contents, granting him 7 Experiences to spend. He quickly selects an Blessed is the God-King and an Athletics specialty(Archery), but can't conclude on a final choice. He decides to go with a Fated Affinity, which turns out to be Dauntless Explorer. These boons are marked and recorded, should Al-Shim-Ra encounter this Monument again in a later incarnation the exact same boons: Blessed is the God-King, Dauntless Explorer & Athletics (Archery), will be unlocked.

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 are 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 *Roll Two Dice*
- Ruining of a Personal Monument* *Roll Two Dice*
- Theft of items from your own tomb *Roll Three Dice*
- Undermining a Personal Monument* *Roll Three Dice*
- Losing a Guild Vessel *Roll Four Dice*
- Destroying Evidence of Irem *Roll Four Dice*
- Ignoring a Personal Monument* *Roll Five Dice*
- Fulfilling Your Purpose *Roll Five Dice*

**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 lost, 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. Though a more lenient Storyteller may wish to increase the initial experience boon with each iteration.

Permanence in 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.

Affinities

Seven Virtues, Seven Sins

Under the New World of Darkness Rules Revision (GMC) characters are no longer restricted to a small subset of Virtues and Vices. This creates some problems when adapting certain Affinities and Utterances from 1.0 rules. Barring a total rewrite of those abilities there is no hard fix for this, instead storytellers are suggested to follow the spirit of a character’s virtue or vice. If it seems to fit under the umbrella of a particular Sin (as ‘Vengeance’ falls under ‘Wrath’) treat it as that sin for the purposes of that Affinity.

The same thinking can be applied to the Mask and Dirge of a Vampire, or the Purpose and Identity of a Mummy.

Utterances

Core Book

[Blessed Is The God King](#)

[Chthonic Dominion](#)

[Command the Beasts](#)

[Doom Affliction](#)

[Dreams of Dead Gods](#)

[Dust Beneath Feet](#)

[Gift of the Golden Ankh](#)

[Kiss of Apep](#)

[Obedient Clay](#)

[Sample Golem](#)

[Palace Knows Its Pharaoh](#)

[Power of Re](#)

[Rebuke the Vizier](#)
[Revelations of Smoke and Flame](#)
[Rite of the Sacred Scarab](#)
[Secrets Ripped From Skies](#)
[Seeds of Life](#)
[Torn Veil of Forgetting](#)
[Water of Life and Death](#)
[Words of the Amanuensis](#)
[Words of Dead Fury](#)
[Words of Dead Glory](#)
[Words of Dead Hunger](#)
[Wrathful Desert Power](#)

Guild Halls of the Deathless

[Bound As Fingers in a Fist](#)
[Discipline the Obstinate](#)
[Harvest the Divine Flesh](#)
[Inscriptions of Flesh](#)
[Redacting the Word](#)
[Ancestry of Forgotten Stars](#)
[Jar of Clay](#)
[Jar of Teeth](#)
[Mastery of Heka's Bounty](#)

Cost and Activation

By the book Utterances cost one Pillar to activate the first Tier, two for the second and three for the third. Here that number is reduced:

- The First Tier of an Utterance is free to activate so long as the Mummy possess a single unused dot point in that Tier's prerequisite Pillar.
- The Second Tier costs either two Pillars, or one point of that Tier's prerequisite Pillar.
- The Third Tier costs both a point of the prerequisite Pillar and another Pillar.

As you may note above, the Pillar per turn limit is absent. This is because it was removed, a Mummy may spend any number of Pillars in single turn.

New Keyword: Memorial

The Memorial Keyword functions very similarly to a Death Curse, with one exception: Instead of passing the effect onto the person who killed the Mummy, it passes on to one of the Arisen's loyal cult members. Memorial effects transfer a portion of the Mummy's power to his cult so that his goals may be achieved even after her death.

When a memorial effect is triggered, the Mummy's player must state and objective, something the Arisen failed to accomplish during his risen time. The memorial effect will persist until either the goal is achieved, the blessed individual dies, or the Mummy returns.

New Keyword: Tomb

This applies to any Utterances that function differently within the Mummy's Tomb. Several existing

Utterances already do so, therefore this Keyword is mostly just used as a reminder.

Core Book Utterances

Awaken The Dead

Tier 1: Ba •(•); Tier 2: Shuet ••(•); Tier 3: Ren ••••• (Curse)

- **Tier 1:** As written save that there is no roll, the Skull will answer any number of questions. At Ba 2 the Mummy reanimates a skull sufficiently that she may have a conversation with it. In which case the Skull answers any number of questions, and does so in full sentences.
- **Tier 2:** As written, but the Mummy may Raise up to [Sekhem+Shuet] corpses in this manner with a single invocation. With Shuet 4 the zombies rise with the 'Grave Goods' enhancement (see below).
- **Tier 3:** As written, but If the subject of this Tier died within the last [Sekhem] days, and both their body and soul are present, the resurrection becomes true. They return to life truly and permanently.

As a special Death Curse effect this Tier may be invoked at the moment the Mummy is a) destroyed by another, b) loses her last dot of Sekhem and c) failed to achieve her waking goal, this circumvents the normal Sekhem level requirements for Tiers and allows the Mummy to make a Declaration of Return. She names a rare and auspicious moment or event ("Your son's seventh birthday", "The next Lunar Eclipse", etc.), when that moment comes the Mummy rises again, at full Sekhem with the motivation of "seek vengeance".

Awakened Corpse Thrall

In addition to the stats in the book, use the following alterations.

Unnatural Toughness: As Written, but the Zombie suffers downgrades mundane lethal damage to bashing, and mundane aggravated damage to lethal.

***Grave Goods:** The Thrall rises armored in clay and dirt, and armed for war. In addition to its normal stats it gains: Weaponry 3, Armor 2/0, and a Sword with +1 Damage and -2 initiative.

*Shuet 4 only.

Blessed Is The God King

Tier 1: Ren • (subtle); Tier 2: Ab ••(•) (Memorial, Subtle); Tier 3: Ab ••••• (Epic)

- **Tier 1:** Unchanged
- **Tier 2:** As Written, plus as a Memorial effect the Mummy may pass this blessing to one of her cultists. They gain all the benefits of this tier so long as their actions continue to further the Mummy's dying will.
- **Tier 3:** Unchanged

Chthonic Dominion

Tier 1: Ba •(•) (Curse); Tier 2: Shuet ••(•); Tier 3: Ren ••••(•) (Curse)

- **Tier 1:** As Written. Additionally, with Ba 2, the Arisen can physically interact with Ghosts,

though those around her cannot. The Mummy can touch a target with the orb and pass it's properties onto them. Doing so causes the Utterance to end, but for the next 24 hours the mortal can see and interact with ghosts, and vice versa. This last function may be performed as a Dying Curse.

- **Tier 2:** With Shuet 3 this can be used to command several Ghosts simultaneously, each additional Ghost increases the difficulty by 1 and she uses the highest Resistance among the Ghosts present when commanding them. Also, she can issue commands to Ghosts possessing people (i.e. it can do more than exorcise them).
- **Tier 3:** This Tier becomes an extended roll, each action the Mummy can roll to reshape one of the listed qualities. In addition, with Ren 5, the Mummy may spend an additional Pillar add or subtract up to [Pillar Dots] additional manifestation dots and/or numina. This last effect can only be invoked once, ever, on any Ghost.

Command the Beasts

Tier 1: Shuet •; Tier 2: Ren ••(•) (Memorial); Tier 3: Ren •••• (Curse, Epic, Potency 2)

- **Tier 1:** As Written, but Supernatural Beasts must roll [Resolve], at a difficulty of the Mummy's Sekhem, or be unable to attack him.
- **Tier 2:** As written. Plus, as a Memorial effect the Mummy may pass on a blessing to one of the beasts he has trained. The animal now lives to accomplish the Mummy's dying goal. It gains human like intelligence and cunning (raising its Intelligence to 2) and permanently benefits from the effects of the first tier of this Utterance. Unlike most Memorial effects this blessing persists even after the Mummy returns, but only one animal may ever be blessed in this fashion.
- **Tier 3:** Unchanged.

Doom Affliction

Tier 1: Ab •(••) (Curse, Potency 1, Subtle); Tier 2: Ka ••(••) (Curse, Potency 2, Subtle); Tier 3: Ba ••••(•) (Curse, Potency 3, Subtle)

- **Tier 1:** As written, but the Mummy may select either a skill, or a very specific task (One that could be encompassed by two or three specialties) to curse. If the Mummy has Ab (•••) he can instead curse the target directly causing all hostile actions taken by others (i.e not the Mummy herself) against him to benefit from a -1 target number.
- **Tier 2:** Reflexively increase the target number of one action by +2. If the Mummy has Ka 4, should the cursed action fail, it is automatically a dramatic failure. The Dying Curse effect curses a target in this way for an entire scene.
- **Tier 3:** The Mummy brings Doom upon a target's life. For one full day (or [Sekhem] days and nights with Ba 5) anything that can go wrong will. This isn't something that can manifest mechanically, rather the Storyteller should constantly beset the target with miseries. Old enemies return, allies abandon them, their property gets stolen, etc. When invoking this Tier the Mummy may add a condition that, should it be accomplished, the curse will cease. Commonly that condition is "return what you have taken from me". As a Death Curse effect this doom becomes a mortal one. For this curse the Mummy **must** supply a condition, one that the target can reasonably achieve, and the duration extends to

three months, at the end of which the target is doomed to die. Again the storyteller should adjudicate this effect, including in the assorted misfortunes signs of the target's coming death. On the final day all hostile actions against the victim gain a -2 target number modifier. Should the he manage to survive the day despite the curse he immediately recovers all spent willpower and may never again be affected by this Utterance (regardless of the user).

Dreams of Dead Gods

Tier 1: Ba • (Potency 1); Tier 2: Ka •• (Curse, Potency 1); Tier 3: Ab ••• (Curse, Potency 1)

- **Tier 1:** As written, but use Conditions instead of Derangements (as per GMC).
- **Tier 2:** As written, but victims of Terrifying dreams increase the target number of all actions knowingly opposing the Mummy by +1 for a week.
- **Tier 3:** Unchanged

Dust Beneath Feet

Tier 1: Ba •; Tier 2: Ka ••(•) (Curse); Tier 3: Sheut ••••(•) (Curse, Epic)

- **Tier 1:** Unchanged
- **Tier 2:** As written, additionally while within her clay shell the mummy is totally immune to all environmental based harm, including fire.
- **Tier 3:** Unleashing the earthquake takes three hours, not days, and the Curse effect can be triggered regardless of Sekhem rating.

Gift of the Golden Ankh

Tier 1: Ka •(•) (Memorial); Tier 2: Ba ••(•); Tier 3: Ab ••••(•) (Epic)

- **Tier 1:** As written, plus with Ka 2 the Arisen my bless up to [Sekhem+Ka] mortals at once. As a Memorial effect the Mummy may indefinitely enhance the strength and stamina of one cultist as though they were improved at Sekhem 5.
- **Tier 2:** The Mummy may grant as many merit dots as she has [Sekhem+Ba]. With Ba 3 she can apply them to up to [Sekhem+Ba] mortals with a single invocation. (The Mummy may bestow any merit the Storyteller deems appropriate, not only those from the list).
- **Tier 3:** Replace all text with: One subject, within [Sekhemk+Ab] yards benefits from the effects of *Seal Flesh* at the users current Sekhem rating. With Ab 5 this can affect up to [Sekhem+Ab] allies, so long as they are all within range.

At Ab 5 she gains another option, she may shatter the Ankh, ending the Utterance, to automatically restore all allies within [Sekhem + Ab] yards to perfect health. This will not revive the dead, but can otherwise heal any wound, disease, or poison. This effect can be used at any Sekhem level, so long as the Ankh is manifest, but once used this way the Mummy loses access to Gift of the Golden Ankh and all its tiers for the remainder of her descent.

Kiss of Apep

Tier 1: Ren • (Curse, Potency 1); Tier 2: Ka ••• (Curse); Tier 3: Sheut ••••• (Curse, Potency 3, Tomb)

- **Tier 1:** Unchanged
- **Tier 2:** As Written, plus as a Curse effect the Mummy may apply a Curse to either the

weapon that killed him, or an object he holds dear.

- **Tier 3:** Unchanged

Obedient Clay

Tier 1: Ba • (Subtle); Tier 2: Ren ••(•); Tier 3: Ab ••••(•) (Tomb)

- **Tier 1:** Unchanged
- **Tier 2:** As written, plus: with Ren 3 the Mummy can shape matter as well as transmuting it. Stone could be warped into a statue, water made into a bridge (which should also be frozen).
- **Tier 3:** As written, plus the Mummy can grant the matter unnatural properties. Gold may be made as light as air, or water can be altered to provide all necessary vitamins and minerals for human survival. With Ab 5 the Mummy can even grant life, creating semi-sentient golems. With this application the duration of the magic is reduced to one scene, though it will persist indefinitely within the Mummy's tomb.

Sample Golem

Attributes: Intelligence 1, Wits 1, Resolve 1, Strength 7, Dexterity 1, Stamina 8, Presence 2, Manipulation 1, Composure 1.

Skills: Brawl (Unarmed) 2, Intimidation (Warning Intruders) 1

Willpower: 1

Initiative: 1

Defense: 0

Speed: 7 (Species factor -1)

Size: 9

Health: 17

Attack: 9 dice

Armor: 4/4

Stone Body: The Golem is made of solid stone, it doesn't need to sleep or eat, cannot get sick, cannot be poisoned, takes only bashing damage from all attacks, and suffers no wound penalties. However, it cannot heal (save through it's creator applying the 2nd Tier of Obedient Clay to repair it) and is destroyed once all health levels are filled with bashing damage.

Limited Intelligence: The Golem has a mind, but only a rudimentary one. It can speak, albeit slowly, and make simple judgement calls, but mostly it operates on its master's instruction. If it is told to bar all intruders, that's what it will do, and no amount of reasoning can get around it (though enough cunning just might).

Palace Knows Its Pharaoh

Tier 1: Ba • (Subtle); Tier 2: Ka ••; Tier 3: Ba ••••(•) (Tomb, Curse)

- **Tier 1:** It does not require an Exceptional Success to allow fate to guide vision, however by electing to do so the Mummy abandons control over her vision. She will see and hear only what fate deems necessary for the duration. Unleashing this Tier within the Mummy's tomb is free.

- **Tier 2:** Unchanged
- **Tier 3:** As written, but the Mummy can do more than just connect doors. She can bend hallways and make strange mobius zones, rooms that exit into themselves, etc. With Ba 5 she can use this to connect two completely separate buildings, provided she visualize both locations.

As with previous Tiers this power is free to use within the Mummy's own tomb, though connecting her tomb to an outside location still costs Pillars. Additionally, as a special Death Curse effect she may relocate her entire tomb so long as she is in it as she dies. The tomb collapses in an impossible compression of space, any relics, guardians or other native entities to the tomb are unharmed, but invaders only have a minute or two to escape as the space compacts itself, otherwise they will be crushed to death. The tomb inserts itself, often impossibly, into the new space, doing at most cosmetic damage to structures around it.

Power of Re

Tier 1: Ab • (Tomb); Tier 2: Sheut ••(•); Tier 3: Ab ••••(•) (Curse, Epic)

- **Tier 1:** The flame created by this Tier lasts a full scene, or indefinitely within the Mummy's tomb. Used in the tomb this Tier is free.
- **Tier 2:** As written, but the Mummy needs no external flame to increase the blaze of his own. With Shuet 3 he needs no flame at all, and can cause bonfires to leap into existence with a single gesture of his hand.
- **Tier 3:** As written, but with Ab 5 the light continues to shine, though at a reduced intensity. Looking directly into the light blinds onlookers (other than the creator) for [10 - Stamina] actions, though the continued light does no damage. Even without looking directly at the light it is all but impossible to see, reducing all perception rolls to a chance die. Finally, the Mummy may speak through the light as she could through the flames created by the first Tier of this Utterance and may reflexively activate the 2nd Tier against anything the light touches.

This light needn't stay with the Mummy, if she wishes she can place it on another object and leave it behind. In either case it remains until the end of the scene.

Rebuke the Vizier

Tier 1: Ka • (Subtle); Tier 2: Ba ••• (Curse); Tier 3: Ren •••••

- **Tier 1:** Unchanged
- **Tier 2:** Unchanged
- **Tier 3:** Unchanged

Revelations of Smoke and Flame

Tier 1: Sheut •(•); Tier 2: Ab ••• (Epic); Tier 3: Ba ••••• (Epic)

- **Tier 1:** As written, but the attack function of the cloud requires Shuet 2.
- **Tier 2:** The mummy needn't have the third tier active to be understood across all languages, or bestow a phobia on mortals.
- **Tier 3:** As written, but the Mummy needn't have the 2nd Tier of this Utterance active to become a pillar of fire, and he burns with the intensity of an inferno, setting ablaze

everything he touches.

Rite of the Sacred Scarab

Tier 1: Sheut • (Memorial); Tier 2: Ren •••; Tier 3: Ka •••••

- **Tier 1:** As written but the Scarab provides 1/0 armor, adds +1 die to all contested resistance rolls, and an additional -1 penalty on all resisted rolls targeting the bearer. Additionally, as a Memorial effect the Mummy may produce a much more potent version of the scarab. This scarab, made of pure gold, provides 3/1 armor, +3 dice, and a -3 penalty respectively.
- **Tier 2:** In addition to serving as an insurance plan, the scarab also acts as a messenger. Once created it flies swiftly and tirelessly to whomever the Arisen dictates. Upon arrival the new bearer immediately becomes aware of the Mummy's will (About a paragraph long message).
- **Tier 3:** The Amulet version of this Utterance lasts until the Mummy descends completely, but only one activation may ever be active. After his death he may choose one Scarab to empower and endure through the Memorial effect of the first Tier.

Secrets Ripped From Skies

Tier 1: Ba • (Subtle); Tier 2: Ren •••; Tier 3: Shuet ••••(•) (Curse)

- **Tier 1:** As written, however the Mummy can also use this to track people and objects. So long as he knows the name of the person or object he seeks this tier will provide him it's location relative to himself or another major landmark.
- **Tier 2:** Swap with Tier 3. All references to meteors should remain Tier 3, see below.
- **Tier 3:** Swap with Tier 2. Distance remains one mile, unless the Mummy identified his target using the first Tier of this Utterance. In that case the range improves to [Sekhem] miles and he needn't have line of sight. At Shuet 5 the Mummy can summon a Meteor shower in accordance with the original text for Tier 3.

Seeds of Life

Tier 1: Ka •; Tier 2: Ren •• (Tomb, Memorial); Tier 3: Ab •••• (Curse, Potency 3)

- **Tier 1:** As written, but the Arisen can provide the slightest direction to summoned serpents, allowing him to indicate what they should attack.
- **Tier 2:** As written, but plants last indefinitely within the Arisen's tomb. Additionally, he may unleash a memorial effect upon his death, causing a great grove of ever blossoming fauna to emerge from his death site over the next three days. This grove provides all the benefits of the first and second tier, with the additional benefit that those who slumber there dream strange and pleasant dreams of a fallen Martyr. These dreams may lead them to resurrect the Mummy, even if no record of him remains.
- **Tier 3:** The child born from this enchantment enters the world with a great destiny and a terrible curse. The Arisen may dictate up to [Sekhem] dots merits, over the course of her life the child will come into these advantages seemingly by divine providence. The Arisen may also declare a destiny, something the child exists to achieve. All rolls made by the child or those around her to further that destiny reduce their target number by 1. However, not all is good, all attempts by the child to flee her fate increase their target number by 1. Additionally, the Child exists as a perfect vessel for the Mummy's resurrection, should his

body have been destroyed. Cultists will doubtless seek her out and attempt to resurrect their lost master through her flesh. Who knows, that may well be her destiny. Also, while she may choose to do so, the Mummy needn't rely on her victim to procreate for this Tier to activate. She may cause an immaculate conception instead.

Torn Veil of Forgetting

Tier 1: Sheut •; Tier 2: Ab ••• (Curse, Subtle); Tier 3: Ba ••••• (Curse)

- **Tier 1:** Penalty is equal to Sekhem, and it absolutely affects supernatural beings. Extras get no roll to resist.
- **Tier 2:** No change
- **Tier 3:** The mummy may opt not to steal memories, merely copy them. Otherwise unchanged.

Water of Life and Death

Tier 1: Ren •; Tier 2: Sheut •• (Curse); Tier 3: Ba ••••

- **Tier 1:** While being refreshing water from this spring has a second, more subtle effect. It is very calming, just being nearby puts the mind at ease. Those nearby will not Go For Blood in combat, and those who drink from the well receive a two dice bonus to remain calm and level headed. This may also resolve certain stress based conditions.
- **Tier 2:** As with the first tier, this tier also has a secondary effect: Violence. Those who touch the bloody water feel themselves fill with fury and distress. Rolls to incite violence in the vicinity gain a two die bonus, and all those who fight instinctively Go For Blood.
- **Tier 3:** As written, but the Mummy can selectively shut portions of the corridor, crushing to death all those within.

Words of the Amanuensis

Tier 1: Ren •; Tier 2: Ab •••; Tier 3: Ren ••••• (Curse)

- **Tier 1:** As written
- **Tier 2:** As written, but the Mummy can also encode texts so only select people he has specified can read them (ex. His Cultists).
- **Tier 3:** As written

Words of Dead Fury

Tier 1: Sheut •; Tier 2: Ka ••• (Tomb); Tier 3: Ba ••••• (Epic)

- **Tier 1:** As written
- **Tier 2:** As written, but with the Tomb keyword where it persists permanently.
- **Tier 3:** As written

Words of Dead Glory

Tier 1: Sheut •; Tier 2: Ba ••; Tier 3: Ka ••••

- **Tier 1:** As written, but add Sekhem to the maximum number of Nenitu.
- **Tier 2:** Instead of being limited to one Revenant, each use of the Utterance immediately calls for a Decent roll. Failure on that roll prevents further use until a dot of Sekhem is lost.

- **Tier 3:** As written

Words of Dead Hunger

Tier 1: Ren • (Subtle); Tier 2: Ba ••; Tier 3: Sheut ••••

- **Tier 1:** As written
- **Tier 2:** As written
- **Tier 3:** As written

Wrathful Desert Power

Tier 1: Ab • (Curse); Tier 2: Ba •••(•); Tier 3: Ka •••••

- **Tier 1:** As written
- **Tier 2:** With Ba 4 the sand needn't be large enough to fit the Mummy for him to teleport. Any amount of sand will do, just so long as he's standing in it.
- **Tier 3:** As written, but the Mummy is not impeded by the sandstorm in any way. Indeed, he can perceive everywhere within it's boundaries as though the entire storm was just an extension of his body. It is.

Guildhalls of the Deathless Utterances

Bound As Fingers in a Fist

Prerequisite: Guild Status (Maa-Kep) •+

Tier 1: Ka • (Subtle); Tier 2: Ren •• (Subtle, Memorial); Tier 3: Ba •••• (Subtle, Unison)

- **Tier 1:** Change duration from One Hour to One Scene (for simplicity). Otherwise unchanged.
- **Tier 2:** The Mummy is always considered to be within the union, and gains all the benefits of the first three bullets (pg. 97). He hears all messages, even those not intended for him. The duration of this magic is indefinite, and should the Mummy fall, as a Memorial effect, he may pass stewardship of the union onto one of it's members.
- **Tier 3:** Instead of changing Vices and Virtues, all those affected take on one of the Mummy's Aspirations (her choice). Bonuses to interaction remain the same. Additionally, those affected reduce the number of doors the Mummy must unlock to influence them by one for each acolyte involved in the ritual (minimum 1).

Discipline the Obstinate

Prerequisite: Guild Status (Maa-Kep) ••+

Tier 1: Ab • (Curse, Unison); Tier 2: Ren ••• (Curse, Epic); Tier 3: Shuet ••••• (Curse, Epic)

- **Tier 1:** Unchanged.
- **Tier 2:** Increase the Radius to Sekhem Miles, otherwise unchanged.
- **Tier 3:** The Roll for Supernatural beings is reduced to Stamina + Supernatural Advantage. When spoken all light sources, save for the sun, are snuffed, and will remain snuffed for the rest of the scene (Supernatural light enters a Clash of Wills).

Harvest the Divine Flesh

Prerequisite: Guild Status (Mesen-Nebu) ••+

Tier 1: Ka •; Tier 2: Sheut ••• (Curse); Tier 3: Ka ••••• (Epic)

- **Tier 1:** Transformed limbs remain transformed indefinitely while the Mummy retains physical contact, each touch refreshes the 'timer' on when all transformations expire.
- **Tier 2:** This Tier may be invoked as an instant action, it does not take an hour. As a Death Curse the Mummy may invoke this tier remotely against all beings currently holding relics stolen from her tomb.
- **Tier 3:** Unchanged.

Inscriptions of Flesh

Prerequisite: Guild Status (Sesha-Hebsu) ••+

Tier 1: Ba • (Subtle); Ka •••; Ren •••••

- **Tier 1:** The power functions on anyone, but cannot divine Supernatural traits. (So it won't reveal the savvy stockbroker to actually be a cunning Demon).
- **Tier 2:** Unchanged save that the healing function allows the Mummy to Heal all Bashing and Lethal, or her successes in Aggravated Damage. Arisen are, after all, builders at heart.
- **Tier 3:** Mortals altered by this Tier **do not** suffer aggravated damage so long as the Mummy lives. Only when she falls to Duat do her beneficiaries suffer.

Redacting the Word

Prerequisite: Guild Status (Sesha-Hebsu) •••+

Tier 1: Shuet • (Subtle); Tier 2: Ka •••; Tier 3: Ren •••••

- **Tier 1:** Use of this Tier is a guaranteed Memory breaking point (Roll 4 dice). Erasing knowledge related to the Mummy herself is more severe (Roll 2 dice).
- **Tier 2:** Unchanged.
- **Tier 3:** Clarifying the clause "Supernatural Targets Must be neutralized in the material world". This can be accomplished in one of three ways. They can be killed, they can be forced out into another world such as the Shadow, Underworld, but not the Twilight (it's not technically separate), or they must be incarcerated in the Mummy's tomb. Beings who are not already dead are not destroyed by this Utterance, but will return to a world in which they never existed.

Only powerful magics can undo this effect, potent beings; Gods, Archmages, and the God-Machine are not affected by this tier, and may possess a means by which to undo the effects. Similarly Mummies who have achieved Apotheosis also recall the true history, and can use the first tier of this Utterance in reverse to restore them to their proper place in reality. This is a special exception to the Utterance's power, it cannot otherwise add memories to reality.

Ancestry of Forgotten Stars

Prerequisite: Guild Status (Su-Menent) •••+

Tier 1: Ren • (Subtle, Unison, Memorial); Tier 2: Sheut •••; (Unison, Memorial); Tier 3: Ba ••••• (Epic, Unison); Guiding Pillar: Ka

- **Tier 1:** As written, but those wounded for the second tier may retain their form indefinitely, while the Mummy still wakes, turning it on for a scene costs a point of willpower.

- **Tier 2:** Armor provided is equal to the Mummy's Shuet, and provides an equal amount of ballistic armor. Moreover, The effects of this Tier last a full 24 hours. As a special Memorial effect the Mummy may pass this blessing on indefinitely to one of her cultists at the moment of death. As with the first tier this may be activated in any scene with a point of Willpower.
- **Tier 3:** This Utterance lasts the entire scene, or until the Herald is destroyed.

Jar of Clay

Prerequisite: Guild Status (Su-Menent) ••••+

Tier 1: Ba • (Epic); Tier 2: Ren •••; Tier 3: Ka •••••

- **Tier 1:** Unchanged
- **Tier 2:** The transformation lasts until the Mummy releases Terror Sybaris, or opts to end it
- **Tier 3:** As written, but to clarify, the double will continue to operate even if the original Mummy is destroyed.

Jar of Teeth

Prerequisite: Guild Status (Su-Menent) ••••+

Tier 1: Sheut • (Curse); Tier 2: Ka ••; Tier 3: Ab •••• (Subtle)

- **Tier 1:** As written, plus as a dying curse the Mummy may imbue a vessel remotely with her will. Should a cultist or anyone else open it they will be suffused with maddening purpose, gaining as an aspiration either the Mummy's dying goal, or the compulsion to revive the Arisen.
- **Tier 2:** Insects deal Lethal, not aggravated damage. They have no limit to the damage they can deal, and may spread up to [Sekhem * 10] feet from the Arisen. They last one scene, during which time the Arisen must forgo healing that specific wound.
- **Tier 3:** As written, but the mental effects should be represented through Conditions, as appropriate for 2e.

Mastery of Heka's Bounty

Prerequisite: Guild Status (Tef-Aabhi) •+

Tier 1: Sheut • (Subtle, Tomb); Tier 2: Ab •• (Subtle, Tomb); Tier 3: Ren •••• (Subtle, Unison)

- **Tier 1:** As written, but the effects last indefinitely within the Mummy's tomb.
- **Tier 2:** As written, but the effects last indefinitely within the Mummy's tomb.
- **Tier 3:** Unchanged.