

MES ACCORD ADDENDUM: MUMMY THE CURSE

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This addendum is organized into the following sections:

- I. **ERRATA AND ADDITIONAL BOOKS** A listing of errata and books specifically sanctioned for this venue.
- II. **CHARACTERS** Basic rules for Mummy Characters.
- III. **ORGANIZATIONS** Rules pertaining to the various Guilds and Mummy organizations.
- IV. **MERITS** Rules pertaining to Mummy-specific Merits.
- V. **AFFINITIES** Rules pertaining to Mummy Affinities
- VI. **UTTERANCES** Rules pertaining to Mummy Utterances
- VII. **OTHER RULES AND CLARIFICATIONS** Miscellaneous rules clarifications for Mummy

Text in **red** indicates new or changed items in this addendum cycle.

Text in **blue** indicates new or changed items from the last addendum cycle.

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I. ERRATA AND ADDITIONAL BOOKS

- A. **Guildhalls the Deathless:** This book is sanctioned for fluff only. Mechanics are Reserved for the Office of NST.
- B. **Lore of the Deceived:** Reserved for the Office of NST.
- C. **Mummy: The Curse**
 1. "Experience Point Costs": Attribute costs are x4.
 2. **Duat:** If Duat is part of the Underworld, it is not accessible from the rest of the Underworld. It is not accessible to conscious PCs. Non-Arisen who make their way there by some means are immediately retired from play.
 3. **Neter-Khertet**
 - a. While Arisen sometimes refer to Twilight by the name Neter-Khertet, the place where Death Cycles occur is a separate realm.
 - b. Arisen who are in Neter-Khertet due to premature death are in an otherwise-inaccessible realm within their own soul. STs may choose to allow two Arisen who died together to travel through the same area of Neter-Khertet together, but characters may not do so intentionally. STs may wish to narrate the return through the Akhet.
 4. **Akhet:** Reserved for the use of the NST Office as a physical gate, only as the metaphorical goal of the death cycle. The Akhet in the Accord Venue only allows entrance from Neter-Khertet back to the Arisen's body. There are no Akhet open to allow access into the Neter-Khertet.

II. CHARACTERS

A. Metaplot

1. The last Sothic turn did not happen as planned. The Arisen who did wake up at the behest of their cult were confused as there was no guidance. A team of Accord agents, lead by John Smith, traveled to Duat and through the auspices of Fate, were able to penetrate the True Pyramid. There, after much sacrifice, they were able to destroy the comatose and corrupted Azar, placing Anpu on the throne instead. Anpu had pledged support of all Arisen to the Accord in return for this aid. The sothic turn thus started on December 1, 2013. All Arisen wake up as Believers, with a vision of the Accord and current battle against the Truth.
2. Unfortunately, the Truth has corrupted enough of the Sekehm in the world that Arisen no longer wake at the height of their power, but at the bottom (See Sekhem below). They must gather their mystical power in order to bring balance to the world; to save it. Fortunately, with the new Sothic Turn and the pledge of support from the King of Duat, this means that Arisen (at least for now), have

an easier time resurrecting to continue the war effort.

B. Background

1. Age

- a. First death before the age of 18: Reserved for the use of the NST Office.
- b. All Arisen were subject to the Rite of Return in 3832 B.C and experienced their first death within the preceding century.
- c. Arisen may have periods of being awake in their backgrounds. Periods of wakefulness from after 1000 CE are not limited.
- d. For anything more than 1000 CE, during character creation, players should choose 10 periods, other than Sothic Turns, to have been awake. These periods are constrained by the normal duration of the Descent, save the Sothic periods, which are much longer (no more than a century each).

2. Character Types

3. Arisen: Low approval.

- a. Claiming a new body (Mummy p152): The Arisen's sahu overwrites the new body. Do not generate a new mortal. All other risks and costs are unchanged.
- b. Starting XP: Mummies do not start with the extra 20 xp listed in the book. They start with the standard MC creation XP and XP floor.

4. Amkhata:

- a. Reserved for the use of the NST Office as player characters (Low Approval for NPCs)
- b. PCs may not own Amkhata.
- c. **Bee Heart (Batab):** The bees are a swarm 4 yards in radius that cannot condense.
 - i. Eating the honey: Reserved for the use of the NST Office
- d. **Fungal Heart (Pehab):** Any undead affected by the infection may expel it by spending two fuel.
- e. **Serpent's Tooth (Tetabeh):** A successful bite attack injects a poison with Toxicity of 2.

5. Cultists: Any PC may be a member of an Arisen's Cult, but gains no mechanical benefits.

6. Fasad: Reserved for the use of the NST Office as player characters (Low Approval for NPCs)

7. Lucid Dead Ghosts: Reserved for the use of the NST Office.

8. Numina:

- a. All numina in this book are Reserved for the use of the NST Office.
- b. All ghosts receive "Flight of Shadows" as a natural part of their movement.

9. Intruders and Revenants: Reserved for the use of the NST Office as player characters (Low Approval for NPCs)

10. Sadikh

- a. Not Sanctioned as Player Characters (Low Approval for NPCs)
- b. Sadikh may be purchased as a simple-cost, 5-dot merit that follows Retainer rules. Otherwise, they use the rules on Mummy p188-191.
- c. Damage caused by Sadikh Utterances counts against their master's damage cap.
- d. The effects of a Sadikh Utterance do not stack with their master's use of the same Utterance.
- e. As described on Mummy p190, Sadikh use their own draw pools for Utterances and Affinities, but expend their masters' Pillars and Willpower to do so. When this occurs, the master knows only that their abilities are being used, but not which power or what the cost. They must decide reflexively whether to allow it, and if they decide not to then the Sadikh's action is still spent.

11. Shuankhsen: Reserved for the use of the NST Office as player characters (Low Approval for NPCs)

C. Decree

1. PCs must choose a judge and then gain the Defining Pillar of that Judge, or follow the selection method that listed for that Judge, supervised by their VST.

D. Memory

1. Memory begins at 7 dots, as a normal Morality stat. A character can begin play at a lower Memory

level, but they receive no bonus XP for this.

2. Sebayt XP is Not Sanctioned. Sebayt XP is not necessary for raising Memory.
3. Apotheosis
 - a. Making steps toward or achieving Apotheosis: Top Approval
 - b. Ascended Arisen: Reserved for the use of the NST Office

E. Sekhem

1. Replace the base Sekhem mechanics with those below.
2. Arisen characters no longer begin play at Sekhem 10, but Sekhem 1. Sekhem is treated like a Supernatural Advantage as normal. Characters may spend 3 merit creation points to raise Sekhem by one point (to a max of Sekhem 3 for 6 merit creation points), and must purchase Sekhem beyond that at dots x8 experience cost.
3. Sekhem does not drop over time. For the purposes of the War for Reality, the Descent has been halted.
4. For any effect that lists a cost of a 'dot of Sekhem', that dot returns at the same rate as it would if the character had Resurrected. So if Mary Mummy at Sekhem 4 spends a dot of Sekhem for an effect, that dot returns two days later.

F. Resurrection:

1. Replace all methods of Resurrection with the rules below.
2. When a mummy character dies, they resurrect using the time-table found on pg. 151 of *Mummy the Curse*, but the formula is Memory minus Sekhem. If their Cult is aiding in their waking time, add +2 to their Memory score to determine how quickly they return, based on the chart (not to exceed Memory 10). The time limit for the first tier is 10 minutes.
3. An Arisen character returns to life at Sekhem 1, losing a dot of Memory. Sekhem slowly returns, at the reverse rate of the Descent (starting at the top of the chart in *Mummy the Curse*, pg. 154), with cumulative time. A Relic may be consumed to speed this process (see Relics below).
 - a. For example, Mary Mummy is Sekhem 4 and Memory 6. She dies, and returns at Sekhem 1, Memory 5. Her Sekhem raises back to 2 after 12 hours, raises to 3 one day after that, and reaches her old value of Sekhem 4 two days later. Should she wish, she could skip any of those time frames by consuming a relic in per possession.
4. Servant Arisen work differently in term of Resurrection. They can resurrect freely as long as they have a Cult. Once the cult is destroyed or disbanded, they lose one dot of Sekhem permanently per death, and can only be destroyed once they reach Sekhem 0.

G. Sybaris: Greater templates do not have any negative effects from Sybaris. The Sleepwalker merit provides protection from it as well.

H. Healing and other Natural Abilities

1. **Repairing the Sahu:** Healing a point of aggravated damage in this way costs 1 Pillar and 1 willpower.
2. **Sealing the Flesh:**
 - a. While sealing, the mummy heals a total of 3 bashing and 1 lethal damage per turn, including her natural healing ability.
 - b. Sealing is altered. It does not allow a mummy to stay active if they have been killed.

III. ORGANIZATIONS

A. Guilds

1. **Guild Status:** Status in a Guild is required for all Arisen characters. The first dot is free per the supernatural status rules from Accord Universal.
2. **Tef-Aabhi**
 - a. **Affinity: Model Lifeweb**
 - i. Using this ability on a Corrupted artifact reveals nothing.
3. **Deceived:** Reserved for the use of the NST Office.

B. Last Dynasty International: Not available as player characters (Low approval for NPCs).

1. Mendathinol: Reserved for the use of the NST Office.

IV. MERITS

A. Buying merits with prerequisites higher than a character's normal traits: not sanctioned.

B. Cult

1. The mechanics for cults are replaced entirely with this section.
2. Cults are now represented by a pair of supernatural graduated merits giving access to various social merits.
3. Each month, you may spend dots in a Cult merit to gain a certain number of temporary dots in another social merit of an appropriate type for the rest of the month. At the beginning of the next month, the temporary dots expire and the Cult merit dots refresh.
4. Your total dots in Cult merits also count as a Staff merit. Choose one Staff area per dot in either cult merit.
5. If something attacks your cult or you displease your cult, you may temporarily lose access to your cult merits.
6. **Reach and Grasp**
 - a. **Cult Reach and Cult Grasp are separate merits. They are graduated and cost 2XP times new dots for each level.**
 - b. Reach can be assigned to Contacts or Resources. It represents legal, legitimate connections and efforts that your cult acquired through forming relationships and holding legitimate positions.
 - c. Grasp can be assigned to Status or Allies. It represents underhanded manipulation and influence that your cult acquired through blackmail, secret membership, and manipulation.
7. **Foundation**
 - a. Each cult has a Foundation. While the mechanics are replaced with those from this section, the thematic elements from the book may be used.
 - b. A character must pay for at least one dot in Cult Reach or Cult Grasp before the free dots from Foundation are accessible.
 - c. The free dots in Reach and/or Grasp from Foundation are applied after any other XP purchases.
 - d. Foundation benefits:
 - i. **Tribe:** +1 Reach and +1 Grasp.
 - ii. **Conspiracy:** +2 Grasp.
 - iii. **Enterprise:** +2 Reach.

C. Relic:

1. **Low Approval for Arisen characters.** Arisen are the only characters that may purchase and use the powers of Relics. Any character who attempts to use a relic is still subject to its curse.
2. **Relics drained for Sekhem are destroyed; they return at double the rate of Sanctity of Merits.** Replace the mechanics on pg. 217 of *Mummy the Curse* with the following: When destroying a Relic for Sekhem, if interrupted the Relic is destroyed (returning at a normal rate) but no Sekhem is gained. If successful the character's Sekhem is raised by half the rating of the Relic, rounded up. Both of these require Memory degeneration rolls per the Memory chart.
3. **Relics cannot be created by PCs.** They must be found in background or in game. A player may suggest the appearance of a relic to be discovered, but the ST decides what relics are available. The examples in the books are not unique and as long as the same basic statistics (Size, durability, etc.) and mechanics are used, the item can take a different appearance and history.
4. **Only Relics found in sanctioned book are allowed for purchase.** Custom Relics are Top Approval, and must be vetted by the aNST Accord and the Rules Team before Approval. Once Approved, they are added to a central [Accord Relic document](#), and are Low Approval for any Arisen character to purchase.
5. **Amulets**
 - a. **●●●: Sundered Seal [Mummy the Curse]:**
 - i. **Benefit:** When placed in a private Tomb Citadel, this allows the Mummy to add three dots among Security or Wards, and gain an extra Ka when regaining Pillars.
 - ii. The Drawback is changed to, "The character must roll a Resolve + Composure

when noticing someone suspicious to not attack, with successes required equalling their current Supernatural Advantage (half Supernatural Advantage, rounded up, if Maa-Kep). If they succeed, they are fine. If they fail, they may spend a willpower to avoid attacking. If they draw a 1, they must attack (a Maa-Kep may still spend a willpower to not do so).

- b. ●●●● The Amundsley Pebble [Mummy the Curse]:
 - i. The character must spend one Pillar per merit gained, which lasts for a scene.
 - ii. The Curse is inflicted for the next day, and prevents regaining willpower by any means for that time. Maa-Kep may regain Willpower from their Virtue and any other mechanical effect (such as Inspiring or a supernatural effect), as normal.
- c. ●●●●● The Jackal's Hunger [Mummy the Curse]:
 - i. The benefit of this Relic is changed to, "For the situations listed, the character (if in command) can provide the listed mechanical benefit for any allies within yards equal to twice their Sekhem rating. This benefit only lasts as long as the Arisen is in command and the situation follows the requirements listed."
 - ii. The Curse of this relic is changed to, "The character must give into the hunger and murder someone. They may stave this off for a day for a willpower point. This murder is not required to be sexual in nature. A Maa-Kep only needs to spend a willpower to ignore this urge, though they are still plagued by violent thoughts."

6. Effigies

- a. ● The White Ibis [Mummy the Curse]: Benefit: This Relic need not be activated with others, though only multiple Arisen may do so. If an Arise character activates it alone, they receive a +1 to a mental skill (chosen on activation), and the 9-again (or 8-again) effect. If multiple Arisen do so, they receive a bonus to the chosen skill equal to the difference between their dots and the highest dot rating amongst the participants. For example, if Mary Mummy and her two friends participate, and Mary has Occult 5 and her friends have Occult 3 and Occult 1, then the first receives a +2 and the second receives a +4.
- b. ●● Nolan's Lamborghini [Mummy the Curse]: This Relic can only be used on mundane vehicles. It does not work on enhanced cars, Advanced Armory, fae mounts in the real world, or other vehicle based magical items. The draw is the character's Intelligence + Drive OR Occult vs the target's Resolve + Drive. Handling does not apply.
- c. ●●●● Blasphemous Depiction [Mummy the Curse]:
 - i. Benefit: This relic mimics the Revenant spell from *MET: Awakening* pg. 224. The revenant is not under the Arisen's control (unless they then command the ghost using a different power), and the revenant only lasts for one scene before the corpse dissolves and the ghost flees. This only works once per ghost (new ones must be found or summoned for repeat uses).
 - ii. Curse: The user takes the derangement listed, and only for the scene in which it was used and the scene right after. It does not impose derangements in others unless they attempt to use the Relic, as above.
- d. ●●●●● The Mirror of Brass Ivy [Mummy the Curse]
 - i. Benefit: This Relic does not drain permanent Willpower and it does not grant Sekhem dots. Instead, use the listed draw pool. Net successes are willpower lost from the target and given to the Arisen character. Someone may only be targeted by this Relic once in a 24-hour period.
 - ii. Curse: Replace with, "The user rolls a Resolve + Composure check each time this Relic is used, with a penalty equal to the willpower gained when using the benefit. If they fail, they gain a minor derangement for a scene. Tef-Aabhi make the check without the penalty."

7. Regalia

- a. ●+: Pyropus [Mummy the Curse]:
 - i. This metal cannot be created by any means available to player characters, whether

- mundane or supernatural. Only Arisen may take the metal and shape it into tools (see Benefit).
 - ii. Benefit: Replace with, “Any non-mechanical tool, weapon (must be melee), or armor (cannot be modern or bulletproof) made of this metal gains a bonus to its equipment rating equal to the dots provided. An Arisen may also spend a Pillar to add half the dots, rounded up, to their Health for a scene.”
 - iii. Curse: Use as written, but subtract the merit’s rating from the Stamina + Sekhem check.
 - b. ●● Minor Djed [Mummy the Curse]: Change the Curse to, “Any ghost trapped by the Relic’s power must spend a willpower every 10 minutes to not attack anyone else in the area in a violent rage.
 - c. ●●● Masr Grail [Mummy the Curse]: Change the Curse to, “Once the sympathetic connection has been used, it is resolved until the character drinks again. They cannot use beneficial abilities on the Mummy through this connection.”
 - d. ●●●● Acherusian Wine [Mummy the Curse]:
 - i. Acherusian Wine is sealed in an ancient clay bottle that only the Arisen can open. This bottle is Durability 2, Size 1, Structure 3. To destroy the Relic, the bottle must be broken and the liquid dispersed.
 - ii. Benefit: The Pillars inherent in the wine must be defined upon purchase of the item. It can be any combination of the five, or all of one. The skills are also chosen upon purchase of the merit, up to four skills. Once activated, the character can choose how to distribute the bonus to the skills. Only the Arisen can benefit from the Wine.
 - iii. Curse: To refresh the Wine once the Pillars have been consumed, the Arisen must, while in their Tomb, bleed back into the bottle. This requires one Aggravated point of damage per Pillar, and all of the damage must be done at once for the Relic to be refreshed. Mesen-nebu only need take lethal damage.
 - e. ●●●●● The Eye of Wepauwet [Mummy the Curse]:
 - i. Benefit: Replace with, “When activated with the expenditure of a Pillar, the gem becomes the heart of a semi-living being, either a beast or humanoid warrior. This being is built as a 10 dot retainer (base stats for 1 dot, then 10 xp per dot), and must be defined upon purchase of the Relic. The creature lasts for minutes equal to successes on a Presence + Sekhem roll made by the character. This can only be activated once in a 24-hour period, as the heartstone recharges.”
 - ii. Curse: Replace with, “The worst sin committed by the creature causes a stirring in the Mummy’s soul, and they must make a degeneration check as if they did the act themselves. Mesen-bebu gain two bonus dice on this check.”

8. Texts

- a. ●●● Liao Sutra [Mummy the Curse]
 - i. Benefit: Only those within yards equal to Sekhem are affected, and the roll is contested by their Resolve + Stamina.
 - ii. Curse: The skill loss is temporary, lasting the scene after the item is used. Sessa-Hebsu only lose the memory temporarily, not the skill dot.
- b. ●●●● The Book of Sailing the Sea of Stars: Ignore the aspect of the Curse that affects others. The Resolve + Composure for the bearer only happens once the item is used.
- c. ●●●●● The Lost Brush of the First Scribe:
 - i. Benefit: To use the ability to write any language, the character must spend a Pillar. To read this language later, the character must either purchase the Language as normal, or spend another Pillar. To use this to gain the true name of another character, the character must be in the entity’s presence. The roll is Wits+Occult vs Resolve + Supernatural Advantage. Mages are also immune to this ability, as their names are protected by the Watchtowers. Beings of sufficient power (Rank 6+ entities, etc.) may be immune to this effect at storyteller discretion.

- ii. Curse: Replace with, “Those who activate the Brush with willpower receive two Severe Derangements for a full week. Sessa-Hebsu only receive one.”

9. Uter

- a. ●● The Keening Box of Karl von Becker [Mummy the Curse]
 - i. Benefit: This may only be done once a scene.
 - ii. Curse: The character may not receive willpower from indulging their Vice for the remainder of the game session. Su-Menent are immune.
- b. ●●● The Lion’s Jaw [Mummy the Curse]
 - i. This weapon is a +2L weapon, as per a hatchet in Armory Reforged
 - ii. Benefit: To deal aggravated damage to a target, the character has to have been actively tracking the target for the requisite length of time. Only one target can be the focus of this ability at a time.
- c. ●●●● The Pale Brood [Mummy the Curse]: The character must shake the bag and state the name of the target out loud for the effect. The character then rolls Presence + Sekhem vs the target’s Composure + Sekhem. If the target wins, their target number for all actions is increased by one. If they fail, it is increased by two. This lasts a scene.
- d. ●●●●● The Heart of Heb-Hemertet:
 - i. Benefit: The benefit lasts for a scene, and the character must spend a pillar and a willpower to activate it.
 - ii. Curse: For the scene after the effect ends, the character suffers double the untrained skill penalty for all skills, and takes a Penalized Action on all Perception rolls.

- D. **Tomb:** Not Sanctioned. See the Citadel merit in the Universal Accord Addendum. Players and STs may use the descriptions under Geometry (Mummy p82) as guidelines for the appearance of tombs of various sizes. All Arisen must have at least one dot of Tomb which cannot be shared.
- E. **Vestige:** Vestige is a simple-cost merit with each separate merit representing a single vestige of the specified rating. **Published vestiges are just examples.**
- F. **Witness:** Not Sanctioned. For an equivalent effect, see Sleepwalker in the Accord Universal Addendum.

V. AFFINITIES

- A. **Cost:** There is no reduced cost for letting Fate decide an affinity.
- B. **Liquidation:** Not Sanctioned
- C. **Beast Soul Fury:** This affinity does not provide immunity to illusions, but does provide immunity to other effects. The character must be role-played as described, even to the point of attacking allies if feeling threatened.
- D. **Blessed Panoply:** The metaphysical ownership granted by this affinity only matters for purposes of powers which refer to the mummy’s possessions. It does not provide any sort of legal ownership. It does create a sympathetic connection to the item as if the item were a possession.
- E. **Charmed Lives:** The control over random events applies only to in-character events; the mummy cannot dictate the result of an OOC card pull.
- F. **Dauntless Explorer:** This ability to turn a Survival test into an Exceptional Success does not change the number of Successes gained, and may only be used on mundane Survival draws.
- G. **Dominating Might:** Add to the third bullet point, “The Arisen must spend a Willpower point to knock the enemy prone. The target may pull Dexterity + Athletics to resist, and must draw at least as many successes as the attack.”
- H. **Epic Heart:** When recovering Willpower due to their Virtue the player chooses whether they recover one willpower or their full pool. They can only recover their full pool once per chapter as normal.
- I. **Eternal Legend:** Entirely replace this power with the following mechanics: During an Arisen’s death cycle their cult is still active and looking for signs from their god. The player may make use of their cult’s downtime actions even while dead. In game, the Arisen’s wishes are made known through cryptic signs and portents.
- J. **Fearsome Soul:** An episode is one full game event, even if it covers multiple days.

K. Gift of Truth:

1. This Affinity does not allow an Arisen to create a Sleepwalker/Witness permanently. Instead, they may gift the immunity inherent in this state to Sleepers/non-Witnesses once per day, for a scene.
2. For the purpose of Languages, this can be used as justification to purchase any non-supernatural language (cannot lend Iremite).
3. Common Sense is Creation only, and cannot be purchased with experience.

L. Grip of Death: If the mummy attempts to catch a bullet and his successes do not exceed the attacker's, the mummy's successes do not reduce the damage of the attack. This uses the mummy's action for the turn so it may not be performed if they have already acted.

M. Healing Counsel: The target does not actually gain Morality, but derangements are suppressed and degeneration triggers are temporarily modified as if she did. This power can be used as justification for raising Morality with XP, but XP debt is not allowed.

N. Living in Now: When canceling penalties for Mental and Social actions, it must be a mundane roll and does not cancel inherent resistances or benefits of merits/powers to resist Social checks. When canceling environment penalties, the character may not ignore armor or cover.

O. Miraculous Benefactor: This power uses the mummy's action for the turn. It may not be used if they have already acted this turn.

P. Night Creature: Remove "No Morality Trait" from the list of things that qualify a target as Unclean and add Amkhata.

Q. Pharaoh Reigns Anew: Replace the second bullet with "Loss of all Social Merit dots except Cult Merits recovers at a rate of one per week instead of one per month."

R. Rouse the Khaibit

1. This state ends automatically at the end of the game session in which it is used.
2. Upon leaving this state the Arisen must make a degeneration pull against the worse sin committed against their actual Memory rating.
3. When recovering full willpower for their Vice this counts as their full recovery for Virtue. The Arisen only gets one full willpower recover per game.
4. If the player is not accurately portraying their PC at Memory 1, the ST may prematurely end this power.

S. Shrouding Aura: Increasing the Target Number (see below) of attacks costs one willpower per attack.

T. Sight Beyond Eyes:

1. A mummy may activate this power reflexively to gain the bonus against an ambush.
2. The mummy may only look back in time in their current location, and only a number of days equal to their Ba.

U. Soul Infusion: Once the Arisen reaches the willpower gain limit she can still drain further willpower but gains no benefit from such action. **Instead of unconsciousness, the target (per Denied Action rules), takes a Penalized Action and a penalty equal to the character's Ba for the duration. This is resolved when the target regains one Willpower. Per Accord Universal, some targets can be rendered unconscious at VST discretion, and may wake up if they are placed in any danger.**

V. Bane Affinities: Not sanctioned for PCs (Low approval for NPCs). PCs who encounter a Shuanksen never manifest Bane Affinities.

1. Shadow Rending: Automatic failures (pulling a 1) trigger this affinity's curse unless the Dramatic Failure Aberration is in play.

VI. UTTERANCES

A. Epic: Epic Utterances cannot be detected outside of the domain in which they occur.

B. Mummies may learn Utterances without a teacher.

C. Awaken the Dead

1. Tier 3: Only mortals and lesser templates who are not Believers may be resurrected by this power.

D. Blessed Is the God-King

1. Tier 1: A player may invoke the hanging portion of this utterance after drawing their card. When they do so apply a TN-2 to the draw and follow those rules.
2. Tier 3: **For Pillar specific effects, the character only receives the benefit of their Defining Pillar.**

- a. Ba: As per the Accord Universal Addendum these multiple attacks are replaced by making it an Advanced Action.
- b. **Ren:** The character's perceptions are so heightened that they can ignore up to 3 points of any penalty to their attack from any source.
- c. Shuet: The total damage inflicted by this attack, including all deferred damage, is still subject to the Damage Cap for the round this power is used in.
- d. The negative effects always happen after this power is used.

E. Command the Beasts

1. **Tier 3:** This curse is suspended if the target leaves the domain in which it was cast. Effectively they can hide in exile while the curse wears itself out. Cursing an area (the Epic version) is Reserved for the use of the NST Office. The Mummy can still curse his/her tomb.

F. Doom Affliction

1. Tier 2 requires the same roll be made as Tier 1.

G. Dreams of Dead Gods

1. Tier 2: The dream version of the mummy is controlled by the storyteller. The mummy only witnesses the summary of a terrifying dream when the dream ends, and does not receive a summary of the alluring dream at all.
2. Tier 3: Characters attracted by a love curse are not compelled to sexually assault the curse victim. Players uncomfortable with the roleplay of this curse may instead take a -3 to all Social draws against someone affected by the curse as their efforts at social interaction are stymied by the other person's preoccupation.

H. Dust Beneath Feet

1. Tier 3: Replace with the following: (Epic, Curse) The mummy unleashes her wrath through the ground as an instant action. She draws Strength + Occult + Sheut, dealing her successes in bashing damage to all characters and structures within 10 yards. Targets may avoid damage by drawing Dexterity + Athletics, with each success preventing one point of damage. Objects and buildings take Structure damage reduced by their Durability rating as normal. The impact also disturbs the dead, increasing the manifestation location modifier to +5 for the rest of the scene. Rumors persist that in ancient times Arisen with proper rituals could level a city with this utterance.

I. Gift of the Golden Ankh

1. Tier 1: Replace text "the Sekhem spent" with "the Pillar spent"
2. Tier 3: As usual, attempting to Resurrect a Believer doesn't work.

J. Kiss of Apep

1. Tier 1: Only the Bashing damage from the disease is unhealable. Other damage taken can be healed as normal. This power may not be used on a target already suffering from an affliction created by this Tier.
2. Tier 2: The mummy does not die as a result of unleashing this tier. The curse is discharged without effect if the item is taken by someone who owned it within the last decade.

K. Obedient Clay:

1. This utterance only works on mundane matter.
2. Tier 2: If the object is currently worn or used by a character, that character may pull Resolve + Power Stat to contest the effects of this tier.
3. Tier 3: Matter or substances discovered after 1800 may not be created with this power.

L. Palace Knows Its Pharaoh

1. Tier 3: Connecting to an unknown door is limited to the VSS boundaries. Creating an inescapable room or area is Reserved for the use of the NST Office.

M. Power of Re

1. Tier 3: The Arisen draws Presence + Occult + Ab. Ghosts in the area take one aggravated damage per success to their Corpus; this damage is negated if they have total cover. This power may also be targeted at a single Lifeless, including vampires, within line of sight dealing aggravated damage. These targets draw Stamina + Power Stat to reduce the damage. When targeted on any other target the light only does lethal damage. Anyone who sees the flash (Wits + Composure -3 to avoid) is blinded for (10 - victim's stamina) rounds. Rumors abound that in Ancient times the proper rituals

could bring down the full force of Re upon all the Lifeless in an area, turning a legion into pillars of salt.

N. Rebuke the Vizier:

1. Tier 1: The character adds his Ka rating to contesting magical powers, or adds it to his resistance in those cases.
2. Tier 2: The Arisen can spend a willpower to also give a magical effect targeting him Penalized Action.
3. Tier 3: This tier has two effects. The first is that the character can see all magic (any effect active upon a character). They cannot identify what those effects are, simply how many are present. They can also see magic in items. The second effect replicates Break the Weave (Abjurism 5, *Ancient Bloodlines*, pg. 96), substituting the user's Ren dots for Abjurism dots in the pull. This effect can only suppress permanent magical effects for a scene, but can shut off ongoing effects (see Accord Requiem Addendum). The player chooses one at random (using a list of numbers determined by the Storyteller), and it does not work on Corruptions.

O. Revelations of Smoke and Flame

1. Tier 1: Attacks are line of sight, are against a single target, and require an Instant action.
2. Tier 2: This Phobia lasts while the Utterance is in effect or for one scene.
3. Tier 3: The Arisen is not incorporeal, but they take no damage from their own flame and only take bashing from other sources of fire. They cannot take any actions except moving and burning things, but they can be attacked normally. Anyone grappling them or attacking in melee takes 1 lethal from the fire each round contact is made. The Arisen may attempt to touch something with its fiery body to set it ablaze or deal lethal fire damage as a brawl attack with no weapon bonus.

P. Rite of the Sacred Scarab

1. Tier 1: The protective scarab increases the Target number of attacks against the wearer of the talisman by 1 (see below).
2. Tier 3: The swarm cannot inflict Flaws.

Q. Secrets Ripped From Skies

1. Tier 3: An Epic meteor shower calls down one meteor per turn for five turns. The Arisen may choose a target or allow Fate to decide. The target must be in line-of-sight. The Arisen may take no other actions for the duration unless he spends a willpower point to end the Utterance early.

R. Torn Veil of Forgetting

1. Tier 2: The mummy draws Memory + Ab - target's Composure to determine damage dealt.
2. Tier 3: Skill dots cannot be removed, but a penalty is levied to said skill equal to net successes, and the Arisen gains a bonus equal to the same.. Only 15 minutes worth of memory per success may be removed, no matter how broad the mummy's criteria is.

S. Water of Life and Death

1. Tier 2: The range is Sheut + Sekhem yards. The blood created by this power does not become Vitae for vampires who ingest it. At the end of the power vampires still vomit up double the amount they ingested.
2. Tier 3: Being caught in the water is not an automatic kill. This power is Epic.

T. Word of the Amanuensis

1. Tier 3: Characters who hear the word roll Resolve + Sekhem to contest the effect. When used against a single target and the target fails the contested roll, the target cannot form comprehensible words nor understand any form of language. This ends at the end of the scene.

U. Words of the Dead Fury

1. Tier 2: The maximum range of this power is (Sheut + Ka) x 10 yards.
2. Tier 3: The entity's traits are modified as follows: Power 5, Finesse 5, Resistance 5, Age 5. This lowers its derived advantages to Willpower 10, Initiative 10, Defense 0 or 5, Speed 20, and Corpus 15-25. Souls of Believers that the entity kills are Devoured by The Truth before the Chthonic Beast can eat them.

VII. OTHER RULES AND CLARIFICATIONS

- ### **A. Experience Debt:** Characters may not go into experience debt. If a power or mechanic provides the option

to go into debt to acquire a trait, it instead gives the opportunity to purchase that trait if the character currently has enough XP.

- B. Fate:** If a power says that Fate dictates a particular outcome, it means the Storyteller decides.
- C. Gaining Merits:** Powers that grant merit(s) for free may not grant them permanently. Any power that does may be used as justification for buying the merit, if prerequisites are met. Temporarily granted merits do not require the prerequisites (unless the power says otherwise). **This does not apply to merits that are inherently gained as part of the purchase of the power (such as Dauntless Explorer and Common Sense merit).**
- D. Target Number Modification**
 - 1. Multiple Target Number modifications add together, but can never exceed +/-2.
 - 2. If a pull has a target number modification, use the following pulls:
 - a. **i. Target Number -2:** Add +6 modifier to your draw.
 - b. **ii. Target Number -1:** +3 modifier to your draw.
 - c. **iii. Target Number +1:** -3 modifier to your draw.
 - d. **iv. Target Number +2:** -6 modifier to your draw. This effect can exceed the usual limit of -5 from one source as specified in the Universal Addendum.