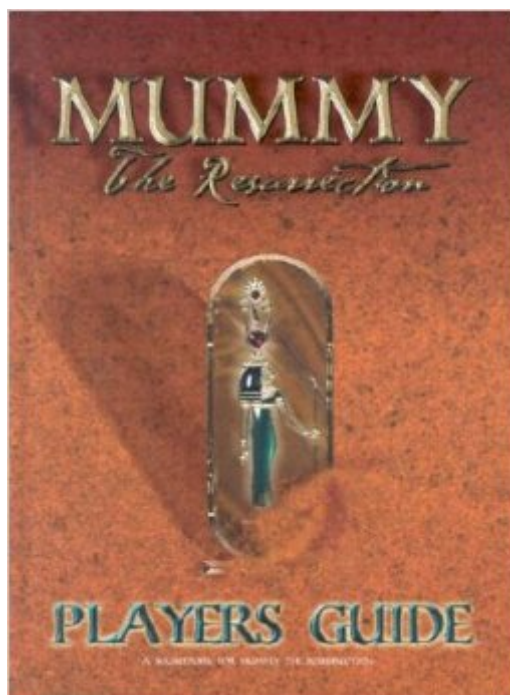


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Mummy: The Resurrection Players Guide



Synopsis

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Customer Reviews

The core book for playing Mummies was excellent, so its hard to believe that there was anything they needed to improve upon. Nonetheless, they did. And it is all the better for it. This book expands on what was written, giving all sorts of details for fleshing out the Egyptian Amenti, as well as non-Egyptian Mummies. The book starts out with two chapters of fiction, giving players a better chance at understanding how to portray an Egyptian Mummy. The next chapter gives some more juicy stuff for fleshing out the various splats and factions in Mummy. All of the Amenti splats (including the Udja-sen) are fleshed out, giving us their beliefs, practices, factions, weaknesses and strengths. Following that, we get some other minor factions for Mummies to join, from the mystics of the Unbound Scroll to the Spiders of the Sands, who seek to expand the Web of Faith. While not as big as, say, the Cult of Isis or the Eset-a, these factions are still pretty cool. The following chapter is very similar, exploring the two non-Egyptian Mummies, the Capacocha (South American) and Wu T'ian (Chinese). After getting through the basics of what these non-Egyptian Mummies can, and can't, do, we are presented with two-page splats for both of them (four suyu for the Capacocha, and two incarnations for the Wu T'ian), followed by some expanded info on all of the splats, much in the manner of the Amenti splats in the previous chapter. There's some pretty juicy things hinted at in this chapter as well, including the possibility of "Other" Mummies, such as bog mummies or the ice man. The next chapter is more mechanical, giving us expansions of the backgrounds from the core

book, and examples of how they can be reworked for Amenti, Capacocha and Wu T'ian.

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