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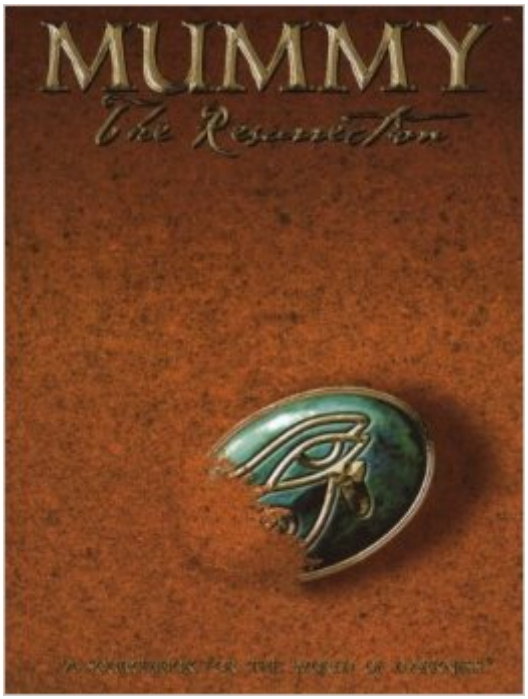
Mummy: The Resurrection (World Of Darkness)



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Synopsis

Book by Bates, Andrew, Blackwelde, Kraig, Blackwelder, Kraig, Kenson, Steve, Chambers, John

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Customer Reviews

Mummy: The Resurrection, like Kindred of the East, is an add-on sourcebook for the World of Darkness, and also like Kindred of the East, it’s hands-down some of the finest work ever done by White Wolf.The showpiece of the book, of course, is the new breed of mummy which has appeared in the World of Darkness. In the wake of the Year of the Reckoning, Osiris has stirred from his long slumber, and for the first time in millennia, he has sanctioned the creation of new mummies. They are known as Amenti, and are born from the fusion of an ancient soul and a modern one. The Amenti are far more dynamic and interesting than the older mummies you might remember from WoD: Mummy Second Edition. (And no, they don’t want around wrapped in toilet paper, either.)The tone of Mummy is also much more positive than that of most other White Wolf games: Mummies are mortals who have been reborn as something more than human and given a second chance. They are beacons of light and hope in the World of Darkness, inspiring others through their example. While one can certainly play an all-Amenti chronicle, Mummy: The Resurrection really shines when used to run a crossover game. The Amenti can interact in the realms of vampires, werewolves, and other creatures in all sorts of interesting and flavorful ways: Adding a mummy to a coterie, pack, or coven will open up some great roleplaying opportunities. In addition, the balance issue present in WoD: Mummy Second Edition have been resolved, and the Amenti are now an excellent complement to other supernaturals. Their powers tend to be very subtle; they are not combat

monsters or world-breakers, but they have many useful abilities such as healing, alchemy, and powers of the spirit world.

In the spirit of Kindred of the East, this book is an add on for existing World of Darkness games. You need another core book (preferabley Vampire, Mage or Wraith for cross over use, but any of the games work), but fear not, because this has allowed the writers to add a whole bunch of juicer information into the pages.Essentially, this game allows you to take on the role of a Mummy, just as the previous World of Darkness games put you in the role of other monsters. But these aren't the bandaged wrapped monsters of the cinema. Rather, they are more an amalgam of Boris Karlof's immortal mystic from the original Mummy and Egyptian mythological beings. These Mummies are immortal heros, blessed by Osiris and given the task of restoring balance to the world. As such, this is a much more hopeful tone when compared to, say, Vampire or Wraith, but that only makes the game that much more challenging. Mummies are made of a combination of a flawed mortal and an ancient Egyptian soul, so they are both modern and ancient at the same time. And they are also considerably less powerful than their ancient age would make you think. Therefore, these Mummies are not as unbalancing in cross overs as they might seem. Indeed, even the immortality thing isn't as big an advantage, because it does take considerable time to come back, plus Mummies do not have supernatural endurance on par with some of the other denizens of the World of Darkness.The book is pretty straight forward. Mummies and their role in the World of Darkness (along with some great tips and ideas for better running Mummy games) are all described in great detail, including Osiris, Anubis, Ma'at, the Judges and various Cults of Life such as the followers of Isis and Osiris.

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