



LORE^{of the} DECEIVED

World of Darkness

a supplement for

MURDER
the
CURSE

CREDITS

Writing: Michael A. Goodwin
Development: C.A. Suleiman
Creative Director: Rich Thomas
Art Direction and Design: Mike Chaney
Cover Art: Samuel Araya



Coming Soon for Mummy: the Curse Sothis Ascends

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LORE OF THE DECEIVED

Every name is real. That's the nature of names.
— Jerry Spinelli, *Stargirl*

Book of the Deceived introduces the dark secrets of true names and the magic of Nomenclature. But it is only a taste of the wonders that are possible for those willing to explore the naming of the universe and the power of appellative symbols. This little supplement seeks to explore such magic further.

THE PYRAMID OF NAMES

As explained in **Book of the Deceived**, there are three types of names that a character may have: names, True Names, and deliberate titles. However, there is a distinction between true names (lower case) and True Names (upper case). A true name is an linguistic occult formula that encapsulates the totality of a target's identity, allowing Nomenclature to function at peak efficiency when affecting that target.

By contrast, True Names (denoted with capital letters) represent deeper patterns of symbolic meaning beyond the understanding of mortals and immortals alike. These are the names that the Judges, Temakhs, and the Devourer long ago claimed from their mummy servants. Accordingly, a true name is but a syllable of a target's True Name, a mere sliver of cosmic appellation. If the Deceived were to somehow obtain a target's True Name, they would have unfettered power of making and unmaking over that target.

It is not possible to divine a target's True Name by any known means. However, it is quite possible to glean a target's true name with enough investigation, giving Deceived considerable power over those whose true names they come to learn. Theoretically, any occultist patient and diligently curious enough can find out a target's true name; it's just that it's not a terribly useful path of inquiry without magic to utilize the knowledge in some way.

DISCERNING

Magic empowered by knowledge of a target's true name is useless without access to that knowledge. Although there are powers that aid in such discoveries, they are not required. Even mortal occultists can attempt such divinations, though depending on the target, doing so can be catastrophically unwise. Among the Arisen, it is considered gauche at best and borderline heretical at worst to explore true names, as doing so indicates unhealthy interest in the Lost Guild's dread art. Nonetheless, it is something in which a considerable number of Scribes have taken a quiet interest.

Figuring out a true name is an instant action using a dice pool of (Intelligence + Occult). In the moment of truth, the character either has a revelatory insight into the target's true name or not. The Storyteller makes this roll, and a player has no way to know if her character's calculations and linguistic analysis have been successful except by testing it through magic that requires the target's true name to function.

As noted below, there are numerous bonuses and considerably more penalties that may apply when attempting true name discernment, so significant advance research and preparation is required if a character is to have any hope of success. Unlike many actions, it is not possible to succeed on a chance roll for this task. The roll is only made to determine whether the action fails or results in a dramatic failure. In the case of a dramatic failure, the character has disturbed Fate with his inept meddling in the patterns of the universe and suffers a +1 target number increase to some future action. This curse endures, waiting to strike until it would present a serious hindrance for an action to fail.





MODIFIERS

For each category of modifier, different bonuses and penalties are listed based on what the character knows or doesn't know. Only the most appropriate modifier value within each category applies to the character's roll.

- **Unnameable/Ineffable:** The target has no true name, or its true name cannot be understood (see *Book of the Deceived*, p. 87). Failure is automatic, even with magical assistance.
- **Names:** The character knows at least one name by which the target has been known at some point (+0). The character knows at least one name by which the target has been known in the last year (+1). The character knows the primary name that the target uses to refer to herself presently (+2; sapient targets only). The character knows all names by which the target has been regularly called in the last year (+3). The character does not know any of the names by which the target has ever been called (automatic failure). Assigning a new name to a target requires at least a month of regular use before it sticks for the purposes of divining a true name, so the diviner cannot arbitrarily assign a name to avoid the penalty of not knowing one.
- **Complexity:** The target is a generic inanimate object; i.e. something with many interchangeable copies (-1). The target is a unique inanimate object (-2). The target is a unique non-relic inanimate object with supernatural properties (-3). The target is a relic (-[relic rating + 2]). The target is a non-sapient non-supernatural being (-2). The target is a non-sapient supernatural being (-3). The target is a sapient non-supernatural being (-3). The target is a sapient non-mummy supernatural being (-4). The target is a mummy (-5).
- **Creation/Birth:** The character knows the date on which the target was finished being assembled, born, or otherwise created (+0). The character knows the date and time at which the target was finished being assembled, born, or otherwise created (+1). The character does not know the date on which the target was assembled, born, or otherwise created (-2). For supernatural beings who have not always been so, substitute the day and/or time at which they became supernatural beings for the date of birth.
- **Profile:** The target possesses the Fame Merit (+1). The target possesses the Enigma Merit (-2).
- **Virtue:** The character knows or correctly guesses the target's Virtue, as well as Temakh Virtue for Deceived targets (+1). The character does not know or correctly guess the target's Virtue (-1). These modifiers only apply to targets with a Virtue.
- **Vice:** The character knows or correctly guesses the target's Vice (+1). The character does not know or correctly guess the target's Vice (-1). These modifiers only apply to targets with a Vice.
- **Morality:** The character knows or correctly guesses whether the target possesses high morality, average Morality, or low Morality (+0). The character does not know or correctly guess whether the target possesses high morality, average Morality, or low Morality (-2). The tiers are respectively: high (Morality 8-10), average (Morality 4-7), or low (Morality 0-3). These modifiers only apply to targets with a Morality rating.
- **Judge/Temakh/Devourer:** The character knows which cosmic entity is connected to the target (+0). The character does not know which cosmic entity is connected to the target (-1). These modifiers only apply to mummy targets.
- **Supernatural Type:** The character knows what type of supernatural being the target is (-1). The character knows what type of supernatural being the target is and what innate subtype the target is, such as clan for vampires or Decree for mummies (+0). The character doesn't know what type of supernatural being the target is (-3). These modifiers only apply to supernatural targets.
- **Major Life Events:** The character knows the most important milestones of the target's life (+1). Examples include getting married, becoming a parent, graduating college, fighting in a war, discovering the existence of the supernatural, becoming a senator, etc. The character does not know the important details about the target's life (-3). These modifiers only apply to sapient targets.
- **Associations:** The character knows what organization the target belongs to and most strongly feels loyalty toward (+0). The character knows all of the organizations to which the target belongs (+1). The character doesn't know which organizations the target belongs to (-3). Organizations can be as small as families or as large as nations. These modifiers only apply to sapient targets.
- **Prior Success:** The character has successfully divined the target's true name previously (+3).



CHANGING NAMES

As time goes on, the natural progression of a character's life edits and adds to her true name. When someone learns another's true name, that knowledge only remains accurate for so long as all the modifiers listed above remain constant. If someone starts answering to a new nickname, experiences a major life event, joins (or leaves) an organization, and so on, then those who knew that person's true name no longer do so until they can discern it anew. In many respects, being a dynamic, ever-growing individual is the best defense against occult Nomenclature.

NEW SEBA

While **Book of the Deceived** contains a sampling of seba (Deceived relics), we've provided a number of additional examples herein, including some four- and five-dot seba.

ASSUMPTIONS OF AUTHORITY (SEBA ●)

Power: Upon claiming this seba, the bearer's efforts to cajole mortals with fast talk (**World of Darkness**, p. 83) are greatly enhanced. Usually, the relic obviates the need for a roll and grants automatic success as targets perceive the bearer as someone with the established governmental or other organizational authority to make whatever request he is making. He doesn't control what position of authority they assume he has (e.g., police officer, health inspector, local warlord, news reporter, etc.), but affected characters go out of their way to provide direct verbal cues as to how they misperceive him, which he can then capitalize on with further fast talk or other lies. Supernatural characters are immune to this seba's power.

Curse: Fate is fickle and has its own plans. Bearers of this seba find that every so often (generally no more than once a story) it simply fails to work on someone at a critical moment on which it is being heavily relied upon, with no particular rhyme or reason as to why this is so. Wise bearers thus use the relic as a tool, not a crutch. Conversely, weak-willed mortals (those with **Resolve + Composure** of 3 or less) have a chance in any encounter of reacting as though the bearer fast-talked them when he didn't mean to, forcing him to correct their stated misconception or just run with it and play along. To determine when such misunderstandings take place, roll one die and a result of "1" indicates the bearer has made an inadvertent impression.

SEEKER OFT SOUGHT (SEBA ●)

Power: To those who bear this seba, Fate unveils the divining of its treasures. All of the bearer's kepher rolls to find seba add +3 bonus dice.

Curse: The scales must be balanced. Other beings also add +3 bonus dice on kepher rolls to find any seba the bearer has bound to her, including **Seeker Oft Sought**.

SOUL-DEFILING WHISPER (SEBA ●)

Power: The bearer holds within his heart a wickedness not his own. Each seba of this kind carries within it one Vice, and only those who lack that Vice may become its bearer. While bearers carry the second Vice within, they may indulge it as opportunities present themselves in order to replenish Willpower.

Curse: The vileness bestowed by this seba will not be denied lightly. Once per game session, on an occasion where the bearer could replenish Willpower from indulging the relic's Vice, Fate may decree that the bearer's player must pay one Willpower point if he wants the character to assert his better impulses and not pursue the Vice. When so compelled, indulging the Vice also does not replenish Willpower.

SUBTLETY BEFORE GLORY (SEBA ●)

Power: This seba can only be bound by mummies. Once they do so, they no longer have a limitation on the number of Affinities they may purchase. However, if they lose this seba, the usual limits immediately apply and any excess Affinities convert back into the experience points used to purchase them. The mummy's player chooses which Affinities are converted this way and which are kept.

Curse: The bearer may not know more than (Memory + Ren) Utterances. When binding this seba, if the number of Utterances exceeds this limit, the excess becomes experience (as chosen by the mummy's player). This conversion also comes into play whenever the mummy loses Memory or Ren and a new lower limit applies that the bearer now exceeds. It is not possible to suppress this curse, even for the Deceived.

WHAT ONCE WAS JUST (SEBA ●)


Power: Each of these seba contain within them one of the seven Temakh Virtues, and only those who do not already possess the Virtue in question can become bearers of the relic. While bound, the seba adds its Virtue to its bearer's own soul, allowing her to replenish Willpower by fulfilling the Virtue as any Deceived might.

Curse: To those infused with a shard of immortal perspective, mere mortal viewpoints hold less meaning. The bearer regains only a single Willpower point whenever she fulfills a mortal Virtue rather than all her Willpower points. Even mummies with this seba suffer normally; the relic warps their priorities just the same (unless one of the Deceived suppresses this curse, of course).

ANNOINTED OF THE UNSEEN ANKH (SEBA ●●)

Power: The bearer of this seba need not fear death by injury. Whenever she suffers enough aggravated damage to kill her, her soul sacrifices the relic to grant new life. Her





body remains dead only for as long as it takes for her killer to let down his guard or 10 minutes (whichever is shorter), while her soul remains anchored to her flesh. After that period elapses, she returns to life with half her aggravated damage remaining. Complete destruction of the body, whether by fire or consumption by Shuanksen or other means prevents this resurrection. For mummy bearers, having this seba preempts the need for one death cycle. The relic takes care of one death and departs normally, meaning the revived mummy loses no Sekhem from the experience and does not experience the harrowing journey of a death cycle. For non-mummies, it is a miraculous opportunity to cheat death once, and perhaps more if the resurrected former bearer can track the seba down again.

If this seba is changed into a keshina, it grows more powerful. The first time the keshina's bearer is slain by damage each Descent, the relic restores her to life without sacrificing itself or imposing its curse. However, it cannot resurrect her again until recharged by the start of a new Descent.

Curse: This seba grants resurrection, but those whom it returns to life come back defiled in spirit and mind by death's touch, automatically losing one dot of their appropriate Morality Trait in the process.

DIVINITY'S HORRID HALO (SEBA ●●)

Power: This seba marks the bearer as a figure of supernatural dread. For mummy bearers, this means four things. First, when determining the effects of their Unease Sybaris, they use the revised formula (Memory - [higher of Sekhem or Intimidation] - 3) to calculate the degree of unease they inflict on mortals. Second, their Unease Sybaris lasts weeks equal to (higher of their Sekhem or Intimidation ratings at the time of triggering). Third, those facing the mummy's Terror Sybaris suffer a -3 dice penalty on their Resolve + Composure roll to resist. Fourth, by spending one Willpower point, they inflict Terror Sybaris upon mortal onlookers rather than Unease Sybaris until the sun next rises.

Non-mummy bearers of this seba cause Unease Sybaris via direct contact as if they were mummies using the modified rules above (substituting their own Morality trait for Memory). They may also pay Willpower as noted to inflict Terror Sybaris via direct contact rather than Unease Sybaris until daybreak, although the -3 dice penalty does not apply.

Curse: To be a figure of greater dread is its own burden. Lonely is he who comes as a demon in the night. Since the seba's power is also its curse, it is not possible to suppress this curse, even for the Deceived.

FEAST OF UNDREAMT WONDERS (SEBA ●●)

Power: Art is power, a means of channeling the deeper truths of the cosmos. And thus, destroying art is also power. Whenever a bearer of this seba disrupts and stops a masterful performance or physically destroys a work of great art (i.e. any artistic expression created with an exceptional success), he regains two Willpower points. Mummy bearers also regain one point of Ren for such acts of destruction.

Curse: To be a destroyer of art is to have one's own artistic legacy unravel. Whenever the bearer performs masterfully or creates a physical work of great art, there is a 50% chance he will be interrupted (if a performance) or the work will be destroyed within a year (if physical). Only such art as is created by the bearer's exceptional successes is undone this way; lesser works endure to prove how untalented the bearer was, assuming art historians remember the bearer's works at all.

INSCRUTABLE FATE PROVIDES (SEBA ●●)

Power: The bearer is blessed with astonishing good fortune. This seba allows its owner to spontaneously acquire Social Merit dots through unlikely circumstances like the first power of Pharaoh Reigns Anew (**Mummy: The Curse**, p. 107). The relic provides no additional benefit to characters who already possess that Affinity.

Curse: Someone that is an existing enemy or rival of the bearer also benefits from the seba's power. Alternately, Fate causes such hostility to blossom in someone new, nurturing this enmity with a shower of good fortune.

BY NAME UNDYING (SEBA ●●●)

Power: The bearer may chain a human corpse by its name, creating an undead monster who serves her. Doing so requires the bearer to bid the target rise by the name it used most frequently in life. The bearer must also be within (Occult x 10) yards of the targeted corpse and the cadaver cannot have died more than a week previous. The call to rise may only be issued once per night and each such commandment costs one Willpower point. If all conditions are met, the corpse is filled with necromantic energy and rises as an awakened corpse thrall obedient to its creator (**Mummy: The Curse**, p. 114). If the creature is interred, it temporarily gains Strength 10 for the sole purposes of digging itself free. The bearer can also command any of her undead slaves to lose animation simply by ordering them to die; such a decree may be issued across any distance.

Curse: While the bearer has any undead minions created by this seba, she regains Willpower points at half the usual rate (i.e., every other point she would regain is forfeited). Her soul is sickened by serving as a conduit to the power of death.



CHEATING THE SOUL'S DECAY (SEBA ●●●)

Power: A bearer of this seba cannot degenerate from taking actions that would violate any of the specific sins listed for Morality. In the case of mummies, this means that sins against Memory specifically continue to imperil their Memory ratings, while those sins shared with Morality do not. For example, destroying evidence of one's mortal life would still be a sin, while murder would not. Other supernatural creatures whose Morality trait encompasses the sins of Morality alongside their own sins work similarly. For mortal bearers, this seba grants freedom from degeneration.

Curse: Whenever the bearer would risk degeneration from a sin, roll normally to see if a point of Morality would be lost. If degeneration should happen, one of two things occurs instead as decided by Fate (based on what would be more harmful to the bearer). For the first option, Fate imposes a +1 target number to a single action the bearer takes later in the same story. This bad luck hangs until a roll that seriously matters to the bearer. Alternately, Fate chooses a mortal Storyteller character the bearer cares about and that character loses a dot of Morality instead, leaving the character so afflicted fundamentally a worse person. It is not possible to suppress this curse, even for the Deceived.

FATE'S RIGHT HAND (SEBA ●●●)

Power: The bearer of this seba is an instrument of Fate. Whenever her player rolls a Skill for a non-magical action, Fate may choose to lower the target number by one. The bearer can feel when this occurs, providing a clue that her action resonates in some way with the designs of providence. The bonus also applies universally whenever the bearer takes an action to create art according any of the art forms associated with temakhs.

Curse: Whenever the bearer is about to take a non-magical action using a Skill, if the success of that action would significantly run counter to Fate's designs, the bearer feels a sense of unmistakable foreboding and may choose not to take the action. However, if she persists, her action automatically results in a dramatic failure. Once the seba has prompted a dramatic failure in this way, the relic has no further power to doom her actions for the rest of the game session. Consequently, so long as the bearer shrinks back from triggering a dramatic failure by avoiding prohibited actions, the seba's power hangs over her head.

UNLOCKING THE INNER EYE (SEBA ●●●)

Power: This seba allows a bearer to attune his sight to spiritual truths. Doing so is a reflexive action, giving him insights that last until the next sunrise. The sight granted by this relic cannot be revoked before dawn ends it. The

seba allows him to see beings in Twilight (ghosts, amkhata, etc.) and he can make out the translucent overlay of their forms when they are possessing a corporeal being. In addition, he can perceive magic directly as if he had activated the second power of Godsight (**Mummy: The Curse**, p. 105).

Curse: While viewing spiritual reality, the bearer is blind to all else. Though he can see supernatural beings, he cannot see mere mortals or the mundane realities around him and suffers the full effects of blindness with respect to those aspects of the universe denied to his sight.

GLORIES MOST TERRIBLE (SEBA ●●●●)


Power: This seba is perhaps the most sought after and precious to non-mummy occultists who would dare collect such power. Upon binding this relic, such bearers immediately recover all Willpower dots paid to bind seba (including the dot paid to bind this seba). Moreover, they only need to pay Willpower points rather than dots to bind further seba, just as mummies do. Finally, once per story at a time of Fate's choosing, such bearers receive a passive kepher vision from Fate, most often making them aware of a seba previously unknown to them (see page 106 of **Book of the Deceived** for information on passive kepher rolls). Mummy bearers of this seba receive the same kepher visions once per story (or once per game session if they transform this seba into a keshina), but that is not generally why Deceived loyal to their temkakhs seek this seba out. For the Deathless, sacrificing this seba restores four dots of Sekhem and refills all spent Pillar points, greatly prolonging the current Descent.

Curse: This seba grants a passive kepher vision each story to a being with an interest in collecting seba. This kepher action automatically succeeds, revealing all the seba that this relic's bearer possesses. More often than not, it is one of the Deceived who are given visions this way. Woe to the occultist who is successfully tracked down by a god looking to reclaim the relics he believes have fallen into the hands of a thief. It is a slight mercy that this seba will not grant a new vision in this way so long as the being it last granted a vision to is actively seeking out any of the seba the bearer possesses. That means this relic does not gather a throng of seekers coming after the bearer all at once and that the current seeker must follow the kepher's path normally to find the bearer after the initial vision.

LIFE WITHOUT MEANING (SEBA ●●●●)

Power: Upon becoming a bearer of this seba, a character ceases to be relevant to the universe and dwells in the silences between Fate's pronouncements. Whenever the bearer interacts with another being, at the conclusion of their contact, that being forgets the interaction unless





her player achieves a success on a Wits + Composure roll at a -5 dice penalty. Even Witnesses and other supernatural beings are affected this way. Only Arisen and Shuankhsen bearers may be remembered normally and then only by their Sadikh or Fasad, if they have such servants. Those whose memories are altered react as if they were successfully affected by the first tier of Torn Veil of Forgetting (**Mummy: The Curse**, p. 132). In addition to being routinely forgotten, bearers of this seba have what amounts to perfect Enigma ratings, causing automatic failure to any action that the Enigma Merit would normally penalize and forfeiting any bonuses from their usual Enigma rating for beings who would normally receive such extra dice. Once again, only a mummy bearer's Sadikh or Fasad (if any) ignores this effect.

Curse: A bearer of this seba immediately loses all Social Merits that depend on connections with others. The one exception is that mummies retain their Cults, whose members faithfully await the return of their missing gods. However, mummy bearers cannot generally use their Cults in any meaningful way as any interactions with them are immediately forgotten. Social Merit dots lost this way can be recovered without experience points upon sacrificing this seba. Being forgotten is also its own curse, as it tends to undo many of the bearer's actions. Peculiarly, any attempt to use kepher to track this seba while it is bound does not face a penalty of the bearer's Enigma, but rather adds five bonus dice and drops the target number by -2. The bearer may be hidden from the world, but the power cloaking her serves as a beacon to those who know how to look for it. It is not possible to suppress this relic's curse, even for the Deceived.

SANCTUARY OF PROVIDENCE (SEBA ●●●●)

Power: This seba can only be bound by mummies (and not by Deceived who have attained Apotheosis), for the relic's power is useful to the Deathless alone. Upon binding this relic, it is initially inert. To activate it costs one Willpower point, at which point the universe rearranges itself so that an unclaimed tomb waits for the bearer to come and dwell within it. This tomb exists within a mile of wherever the seba was activated and its owner knows exactly where the tomb is. This tomb was built by no one; it just is in accordance with Fate, displacing other structures to accommodate and hide itself. The tomb has Geometry 5, but lacks any marker on the surface to betray its location to others. The structure is protected by an immaterial curse with Peril 5, but the effect extends only within the tomb itself so that it does not risk drawing attention through projected aversion. This curse also may not be bypassed with an invitation; only the tomb's owner is ever permitted entry. The tomb is Obscure and also

protected by the effects of Enigma 5 from the attention of all but its owner; even the owner's cultists are stymied by the Enigma rating. Thus, the tomb is powerful and quite secure, a hidden sanctum in which to take refuge from the world.

Curse: Because the tomb created by this seba is no less hidden from the mummy's cultists, if the mummy dies within, he cannot expect his cultists to be able to find his remains to issue a summons into a new Descent. This means cultists must use his canopic jars (if they know where the preserved organs are) or else he must wait for the next Sothic Turn to arise again. Upon its owner's death within the tomb, this seba remains in waiting for its owner to arise as normal and the tomb continues to exist. However, should the seba be removed from the tomb during its owner's *henet* or if the relic is removed from its owner's soul under any other circumstances (such as death elsewhere), the tomb ceases to exist as if it never was, instantly transporting everything inside it to a new location nearby that is not in sight of mortal witnesses. Mummies who bear this seba also suffer one final and terrible curse: their *Sekhem* is anchored to the tomb and they must regularly rest there to maintain their power. For each full week that passes by since the last time they spent a full night in the tomb, bearers lose one dot of *Sekhem*. The structure is their sanctuary, but it is also their cage, limiting how far they can travel from it. It is not possible to suppress this relic's curse, even for the Deceived.

SHADE HUNTER'S LEASH (SEBA ●●●●)

Power: The holder of this relic may summon into existence a monstrous creature by spending one Willpower point and speaking the name of someone the bearer wishes dead. The creature appears and automatically manifests before its master, a mighty ghost of someone that never was. It appears as tangible darkness formed into a gaunt parody of the human form whose features are abstracted and warped. Only its eyes are not shadows, smoldering with a dull red light. The Deceived call these fiends Unshades. Since these Lifeless horrors were never alive, they hate all life with terrible fury, but exist only to hunt their named quarry with single-minded determination. They only pause to kill others that directly stand in the way of this goal. When an Unshade kills its quarry or its summoner loses the seba that made it (such as by sacrificing it), the creature vanishes screaming into the darkness from whence it came. Once summoned, an Unshade will pursue its target until that target's death or its own destruction. The seba's bearer cannot rescind this order or summon a new Unshade while one exists.

Curse: The seba's bearer imparts some of his own drive into a summoned Unshade to instill the creature's Passion.



While an Unshade created by this relic exists, the bearer cannot spend Willpower to add dice to any dice pool.

BLESSED BELIEVER'S ARMY (SEBA ●●●●●)

Power: Only a mummy can bind this seba to himself. Upon doing so, however, the relic's power spreads out through the bearer's cult members and mystically uplifts the power within their souls. All cult members temporarily gain five dots of the Deceived Cultist Merit (**Book of the Deceived**, p. 38), temporarily displacing the (likely lower) rating they would have without enhancement from this seba. These benefits even apply to Arisen, giving them empowered cultists like those of the Deceived, and worse, to the Shuankhsen.

Unshade

The ghosts created by Shade Hunter's Leash have the following statistics and powers. Information on ghosts can be found beginning on page 208 of **World of Darkness**. Unshades use these rules except as indicated.

Attributes: Power 10, Finesse 10, Resistance 10

Willpower: 10

Initiative: 20

Defense: 10

Speed: 30

Size: 6

Corpus: 20

Numina: Flight of Shadows, Impassioned Soul ("Seek and kill its quarry", lacks other Passions), Maddening, Old Soul (Age 10), Phantom Arsenal, Regeneration, Spectral Toughness, Terrify, Untethered, Will From Power

Death Aura: The manifestation modifier within 10 yards of an Unshade raises to +3 (unless higher already). Mortals feel inexplicable dread and cold within this area.

Materialization: While manifesting, an Unshade ceases to exist in Twilight and is fully material (and therefore automatically visible).

Kepher: Unshade's can track their designated quarry with a modified kepher power that uses their Finesse as a dice pool. Their quarry begins as Catalogued to these monsters and they can use proxies normally in order to find their prey.

The seba functions differently in the hands of a Deceived who has attained Apotheosis. Having transcended the need to be personally worshipped, the ascended may nonetheless empower mortals and the lucid dead who pledge their loyalty to Fate. Transforming one of the living or dead into an acolyte of providence requires the mummy to bear witness to an oath of submission before Fate, allowing a reflexive expenditure of one Ren point to initiate the consecration. The beneficiary gains five dots of the Deceived Cultist Merit, but her mystical loyalty is to Fate rather than the mummy who served as Fate's conduit. As such, the acolyte needs no teacher beyond Fate to learn permitted Numina, may only use kepher to find fellow (and former) servants of Fate, ritually recovers Essence via meditating upon her place in Fate's grand design, and if a ghost with Impassioned Soul then her mandatory Passion is to "Obey Fate."

Curse: For each day that passes, the bearer of this seba loses one dot from a Social Merit chosen by his player. Only those Merits reflecting an attachment to other characters are affected, such as Followers or Mentor. Those meaningful relationships fall away until all that remains is the chanted prayers of sycophants.

HEART OF RE (SEBA ●●●●●)

Power: There is only one Heart of Re, a cosmic seba that follows the Sothic Cycle. In each turn, it has appeared for one brief scene of convergence. In each turn, it has gone unclaimed at that moment or perhaps wise bearers have found it and set it free rather than call forth its power upon the earth. The truth of the matter is lost to history. Regardless, the relic's age has come round again. Upon claiming this seba, the bearer knows exactly what it can do and must make a choice: immediately sacrifice its power back to the firmament with no effect, or sacrifice it to unleash a wave of Sekhem across the world. That wave causes all mummies presently in hetet to immediately rise with Sekhem 10 as per a Sothic Turn, even Shuankhsen whose arisings are normally lesser. The wave also restarts every arisen mummy's Descent at Sekhem 10. Arisen and Deceived in Apotheosis feel this wave no less strongly, beginning and/or restarting another Descent that stabilizes back at Sekhem 1 for the Arisen when they reach that "natural" rating. For this empowered Descent, mummies make all Descent checks as if their Sekhem was five dots less than its actual rating (to an effective minimum of Sekhem 1). All the mummies in the world become active with godlike and enduring power, and the earth trembles at their feet.

Curse: That the Shuankhsen are drawn forth and given impossible heights of power is curse enough. Fate need exact no separate toll to balance the scales.





ONE BLESSED LIFE (SEBA ●●●●)

Power: Only a supernatural being can bind this seba to herself, for its power is meaningless to mortals. Moreover, only works of art can produce such a wonder, for the cosmos lacks the necessary essence of humanity to forge such magic. Upon being bound, the bearer loses her supernatural template and becomes a mortal in the prime of her life. Only those traits that mortals can possess remain, with particular Morality traits (such as Memory) converted directly to equivalent Morality. For awakened ghosts, Corpus becomes flesh. For vampires, they shed their hunger and find their shriveled organs suddenly regrown and may feel the warmth of sunlight on their faces. But it is mummies who benefit most, setting aside the wheel of Descent and their all-too-brief arising to enjoy the sweet fruits of mortality long ago forgotten. All other seba the bearer possesses depart as if sacrificed, save for a Deceived's keshina (if she has one), though any keshina becomes dormant with no powers or curse. When the mortal bearer of One Blessed Life dies via any means, the seba sacrifices itself. In that moment, her body instantly reconstructs itself at its full health and her former supernatural template returns as it was when she first bound the seba. Because of how this seba works, it is not possible to turn it into a keshina.

Curse: In part, this seba's power is also its curse, for becoming a mortal means exchanging supernatural power for the fragility of the human form. But there is another crueller curse: No one can bind any copies of One Blessed Life after they have ever done so. The seba offers one and only one life in a being's existence. It must be cherished accordingly. It is not possible to suppress this relic's curse, even for the Deceived. The Lost Guild can no more coax another life from the relic's magic than could anyone else.

UPLIFTED SOUL'S GRIMDIRE (SEBA ●●●●●)

Power: Each copy of this seba contains within it the knowledge of three Utterances, of which at least one Utterance must possess a Ren-based tier. The bearer may unleash these Utterances as if he knew them and may substitute Willpower points for Pillar points when paying their cost. For non-mummy bearers, they are considered to have a rating of one dot in any Trait required for the Utterance that they do not possess (such as Pillars or Sekhem) and use their own Morality trait in place of Memory. Mummy bearers may pay the requisite experience points to internalize the conferred magic so it is theirs forever. Otherwise, should the bearer lose this seba, the conferred magic vanishes instantly and may no longer be called upon.

Curse: The Utterances bound in this seba want to be free, to wreak miracles upon the world. Once per

story, Fate decrees that one of the relic's Utterance tiers unleashes itself unbidden and without any effort or cost on the bearer's part as if the bearer possessed Sekhem 10 (meaning that even a mortal bearer could end up unleashing a third tier effect). Fate chooses the target, if the unleashing has one, as well as choosing all the parameters of the effect that can be controlled. The timing of such uncontrolled unleasings is inconvenient at best, but most often epically tragic where possible. By this curse are cities razed by earthquakes and Chthonic Beasts set loose upon the world, or worse.

NEW AFFINITIES AND UTTERANCES

And what Mummy magic supplement would be complete without a banquet of new Affinities and Utterances? Enjoy, but try not to over-indulge, lest your soul fall to the Devourer.

HARVESTING NAMED TRUTHS

Prerequisite: Guild Status (Akhem-Urtu) ●● or Ren ●●●●●

Effect: This Affinity is unusual in that it may be manifested either as a Soul Affinity through mastery of Ren, or as a fairly basic Guild Affinity of the Deceived. Its power works to help its wielders discern the true names of others, thereby empowering other Nomenclature. Those with Harvesting Named Truths gain the following capabilities:

- All rolls to discern a being's true name (see above) apply a -1 target number reduction. If the mummy has successfully discerned the target's true name in the past, then the reduction is -2 instead (in addition to the usual +3 dice bonus).
- When the mummy is attempting to discern a being's true name, her player can ignore any one penalty that applies to the roll (such as the penalty for not knowing when the target was born). This expressly cannot negate the automatic failure for not knowing any of the target's names; this requirement cannot be bypassed.
- Whenever an action the mummy takes would directly result in a being's demise, the mummy may petition Fate to avert that death as though the action never took place at all (and thus had no consequences whatsoever). This costs one Willpower point. Withholding death in this manner grants the mummy a sudden revelation of the saved target's true name. This method cannot discern a mummy's true name, as there is no real death to avert.



SPEAKING WITH THE MASTER'S VOICE

Prerequisite: Guild Status (Akhem-Urtu) ●●●●●

Effect: Even the most stalwart of the Deceived remain at war with themselves, their many souls roughly joined together like the crudely-sutured flesh of amkhata. It is not a flattering comparison, to be sure, but there is very little flattering about being a member of the Sixth Guild. Yet this is not the way things must be. Duality, the opposition of self and the temakh, is but another illusion, another deception layered upon the Deceived who have suffered so much indignity. It is possible to be more, to be of one mind and one being, and all that is required is absolute submission. Deceived who surrender selfhood to their temakh by manifesting this Affinity experience existential peace by becoming perfected vessels, receiving the powers and benefits listed below. It is possible for a mummy to exert her dormant free will to liquidate this Affinity at any time, forgoing its power to reassert a measure of self-determination. Despite his otherwise absolute dominance, her temakh cannot override this act. After all, the mummy's soul is submitting, not absent.

- The mummy's true name is no more accessible to the magic of others than the fullness of her True Name, as it is the property of her temakh. When magic that relies upon invoking her true name would affect her, she knows what is being attempted and may reflexively negate its effects.
- The mummy knows an inner calm that protects against supernatural attempts to instill other feelings in her or compel actions based on induced feelings. All rolled actions and/or supernatural power activations that attempt to do so increase their target number by one.
- Her death cycles and henet are not nightmarish chases through Neter-Khertet. Instead, her soul slumbers within its flesh in a state of transcendent bliss, entertained by visions of her temakh performing his art for her enjoyment. If none of her body remains, she floats in peaceful nothingness, awaiting her next arising.
- Her Vice becomes her temakh's favored Vice, and this change endures even if she later liquidates this Affinity. One cannot submit utterly to one's temakh without bearing a mark of the servitude afterward.
- The mummy loses awareness of her own personality and acts as a pure expression of her temakh, falling to Memory 0 so that she can give her master a body of his own. Her actual Memory remains frozen at the rating she had when she manifested Speaking With

The Master's Voice, waiting in abeyance until she liquidates this Affinity. This means her personality is that of her temakh, acting as he would act and regarding the world around him as he would think about it. She is an avatar of him, an expression of his will.

- She immediately recognizes other Deceived who share her temakh as such upon perceiving them.
- She is aware of and may telepathically commune with all other mummies who share her temakh and likewise possess this Affinity, enabling them to communicate and coordinate actions across any distance. After all, they are but separate bodies of the same being.
- When she unleashes the third tier of Blessed Is the God-King (**Book of the Deceived**, p. 97), she automatically grants full control to her temakh (as she has already done so).
- The purer expression of power within her consents less gently to diminishment. The base intervals at which she makes Descent rolls double, on average doubling the duration of each Descent. In addition, she may grant herself a Descent reset at any time by spending a Willpower dot. Willpower dots spent this way return whenever the mummy next drops her Sekhem rating, but may not otherwise be reclaimed. She can only will her tenuous hold onto glory for so long before her soul is utterly exhausted.

While in henet, her temakh can summon her to life and assign a purpose as though she had been called back to her flesh by her cult. However, upon issuing such a call, the temakh cannot do so again for another decade and must rely upon the usual methods of beginning a Descent to walk in the world.

WORDS OF WOUNDING

Prerequisite: Ren ●●●●●

The mummy who knows a target's name has great power to hurt that target, all the more so with deeper knowledge of that target's name. Whenever a mummy with this Affinity takes a rolled action to cause damage to a target whose name he knows, he cancels out up to three dice of penalties applying to that roll. For instance, when punching a target with armor 3, his blow strikes as if the target were unarmored. Secondly, if the mummy knows the target's true name, and if he spends a Willpower point before the roll, his roll to cause damage also reduces its target number by one.



Why Would I Want *That*?

Speaking With the Master's Voice is a very specialized Affinity for a very specific character type. Storyteller characters who possess it afford an opportunity for a temakh to be encountered bodily during a story without the apocalyptic fury of stepping fully into the world through Blessed Is the God-King. For other Deceived who share that temakh, this is a chance to face in the person the presence that normally only haunts them from within, a chance to externalize an inward struggle. Such characters are also walking object lessons that the temakh would enchain all their chosen mummies so tightly if they were given the opportunity to do so. That such servitude must come willingly is a small mercy.

For player-controlled characters, the one lure that may attract a mummy is the promise of peace and the end to the horrific chase that awaits in every death. Like all mummies, the Deceived spend most of their time dead, and the usual experience of being dead as a member of the Lost Guild is one of utter damnation. To end this, to be free of pain and taste the afterlife of a temakh's benevolence, however much a lie, is still a sweet temptation. Then, too, from an out-of-play perspective, some players may just find a particular temakh compelling enough that they want to play that personality undiluted, working in concert with the Storyteller to tell sagas of an ancient godmonster enacting millennia-long plots of revenge and artistic triumph.

NEW UTTERANCE: UNSPEAKING WHAT IS KNOWN

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

Tier 1: The mummy can draw others into the occultic mysteries of the world, pulling them away from the world's notice. Unleashing this tier requires the mummy to perceive the target, which can be herself. Her player rolls (Manipulation + Occult + Ba + Enigma), resisted by the target's (Presence + Occult + Supernatural Advantage + Fame). Success is automatic if targeting oneself, or if the mummy knows the target's true name. If the mummy wins, the target gains Enigma 5. This conferred Enigma drops by one dot per week that passes until it fades entirely. For targets who already possess Enigma, the rating conferred

by this tier does not stack (only the highest value applies).

Tier 2: The mummy's power can unweave the physicality of a target's being, temporarily suppressing his material form to render him in a state of amxaibit. This requires the mummy to be within 10 yards of a target and be able to perceive him; she must also know his name in order to sorcerously unspeak it. Roll her (Presence + Occult + Ka), resisted by the target's (Stamina + Resolve + Supernatural Advantage). Success is automatic if the mummy targets herself or knows the target's true name. With success, the target dissolves into shadows and enters a state of Twilight for one hour per success (or until the mummy reflexively terminates the effect if she targeted herself). Non-mummies who are brought into Twilight this way emit a spiritual scent of blood that all Amkhata within ten miles can perceive, often leading to a feeding frenzy.

Tier 3: This tier is a weapon of dreadful, spiteful power. It may be unleashed upon any mortal being, or upon any any supernatural being whose true name the mummy knows, but the target and mummy must be able to perceive one another directly (i.e. not via electronic media, clairvoyant visions, etc.). Unlike most Utterances, unleashing this tier also costs one Willpower point. Roll the mummy's (Intelligence + Occult + Ren) against the target's (Resolve + Composure + Ren).

If the mummy succeeds, the unspoken target instantly dies and is disintegrated utterly, first decaying to dust before that dust scatters to nothingness upon the cosmic winds of Sekhem throughout the universe. No remains endure, forcing Arisen victims to procure new bodies and risk becoming Shuankhsen. To add insult to annihilation, memories and records of the deceased are forgotten and lost as though the target possessed Enigma 5.

Non-mummies who somehow survive having their bodies annihilated, such as some archmages and chthonic gods, cannot rebuild physical forms for themselves (or subsidiary entities of themselves) in the material world by use of any magic for a thousand years. Magic that would circumvent the spirit of this ban as decreed by Fate is likewise annulled by the universe itself and therefore cannot be cheated with clever technicalities or alternate stratagems. For example, the span of time of the ban is likewise proof against entry by the banished entity via time travel from outside that period. What such cosmic entities may do in revenge for such banishment even without a physical body is another matter altogether. Legends among the Deceived speak of the Ochre-Masked King, a primordial demon who has plagued the world's preeminent civilizations once every thousand years until he can be sent back bodiless once more to the hellscape from whence he came.



NEW UTTERANCE: WORD-WARDING BONDS

Tier 1: Sheut (Reflexive, Subtle) ●; **Tier 2:** Ab (Reflexive) ●●●; **Tier 3:** Ren ●●●●●

Tier 1: The mummy who unleashes this tier is shrouded by an aura of necromantic power that deflects the injurious hostility of those whose names he knows. For the next day, if a character whose name he knows takes a rolled action intended to cause him physical harm of any kind, that action suffers a -3 dice penalty. If the mummy knows the aggressor's true name, the action also increases its target number by one. These defensive benefits apply whether or not the mummy is aware of the action, such as to cause a sniper's bullet to miss.

Tier 2: By unleashing this tier, the mummy encircles herself in a nimbus of warding that radiates outward as a muted golden glow to a radius of (Ab x 10 yards) for one hour. Within this diffuse light that has no apparent source, beings whose names the mummy knows and who intend him harm of any kind feel an irresistible push to move as quickly as they are able to get out of the light. They cannot generally take any other action apart from getting outside the warded area, although players of beings with a Supernatural Advantage trait can spend one Willpower point per turn for their characters to resist the compulsion.

If the mummy knows a hostile character's true name, even a Supernatural Advantage trait offers no resistance; such characters must flee as surely as mortals and Amkhata and the like and cannot resist with Willpower.

Tier 3: By invoking a sapient target's true name and expressing his deep understanding of that name, a mummy unleashing this tier seeks to bind the target's will and make her bow before him. Both the mummy and target must be able to perceive one another and be within 10 yards of each other. Roll the mummy's (Presence + Empathy), resisted by the target's (Composure + Supernatural Advantage). If the mummy succeeds, the target unwillingly falls to her knees and abases herself before her new master. For one week, she cannot take any hostile action directed at her master and must obey all commands he gives her that would not result in immediate physical harm to herself. For instance, he could not make her step off a roof or shoot herself in the head, but could command her to remove all clothing and walk into a crime-ridden ghetto. Mandated obedience is to the letter rather than a spirit of the commands received, so some creative resistance via interpretation is possible. The mummy's commands can be issued remotely, such as over the phone or via written instructions. It is not possible to command a target not to resist this tier, so any attempt to reset the duration of binding with a new unleashing must contend with the target's usual resistance roll.

