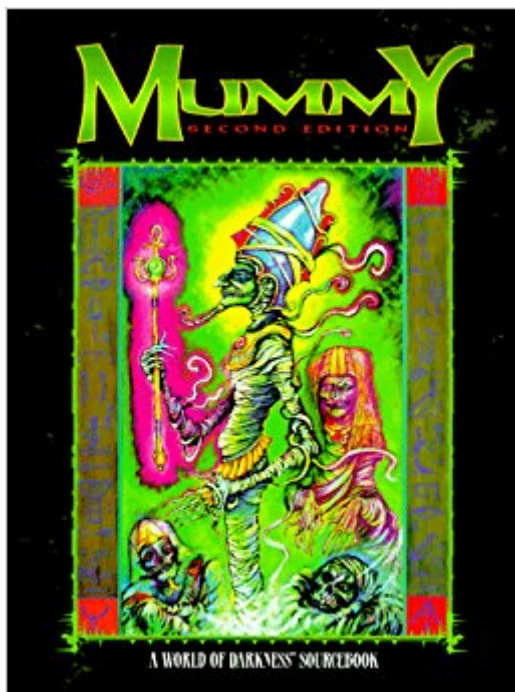


The book was found

World Of Darkness: Mummy 2nd Ed.



Synopsis

From the pits of the Underworld they rise: the tormented mummies. These shadowy entities embroil themselves in the plots of Kindred and kine alike. From the noble Prince Horus to the twisted Bane Mummies, discover the ancient legacy of the forever undying.

Book Information

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Customer Reviews

From the pits of the Underworld they rise: the tormented mummies. These shadowy entities embroil themselves in the plots of Kindred and kine alike. From the noble Prince Horus to the twisted Bane Mummies, discover the ancient legacy of the forever undying.

This book contains rules for creating immortal thousand year old mummies. yes, that is as friggin awesome as that sounds. This book is ideal for creating mummy antagonists and NPCs and is waaay better than the "mummy revised" slag they put out.

One fo the very best Old World of Darkness splats ever written.

This is the book you get for the story, not the numbers.

I had, like a lot of people, heard several negative reviews on this White Wolf book, and so I put off taking a look at it for myself for some time. At last, I picked up this sourcebook and I can honestly

say it was one of the most thoroughly engaging and interesting materials to read through that has yet been provided in the World of Darkness. It's a sad thing that the book has received the responses it has, because the Mummies are one of the most colorful, interesting, and most rewarding roleplaying experiences that White Wolf has yet to provide. This is one of my all-time favorite White Wolf books. A lot of the core rules are omitted, and the entire book concentrates solely on all the world and background information you need to create vibrant, tragic, and believable Reborn characters to interact with any working White Wolf game system. I highly recommend this book. You would be surprised at the doors it will open for your game. And the world info provided helps to add solidity to some of the most immaterial aspects of the World of Darkness. Check it out! I promise you won't be disappointed.

I found this book both fascinating and enthralling. It has great source material, new merits, flaws and generating system that allow you to create the NEAR eternal (not immortal, there is a difference) mummies. However, one thing that should absolutely be noted before purchasing the book - a warning so to speak - is that there is only one book in this series (there should have been more) and the background material covers only the Egyptian/Greek mummies, but refers to "the others" constantly. Also note, that the creation process for mummies is more grueling and there are not as many spells in their paths to work with solely on the facts in this book. You'll need to improvise if you wanna keep things fresh storytellers! Other than those warnings, this book gets 4 stars easy.

This version of the Mummy subset of the original World of Darkness is a much better rendition of this type of supernatural monster than its revision, Mummy: The Resurrection. Mummy Second Edition improved on its predecessors by expanding its scope, and showing how mummies from cultures other than Egypt can be created as characters. The mummies created using these rules are the mummies of film--the mummies created through Resurrection are reincarnations, and not as spectacular nor unique (when compared to other WoD creatures) than the mummies from this book.

This is probably the most underrated of the White Wolf games. It is a mini-game to be used with one of their larger products (Vampire: The Masquerade, Werewolf: The Apocalypse, etc.) containing only the specific details on Mummy and not all the standard rule sets and other dogma that is repeated in the other products. The history is detailed and inspiring and the characters are some of the most interesting in the World of Darkness gaming system. I highly encourage you not to pass this one by, but pick it up and add it to your campaign as soon as possible

You wouldn't think a book about mummies, in the Vampire line, would be this interesting. And the book's slightly dated at this point. But the virtue system is far more meaningful than the vampire equivalent, and the Reborn add a fascinating element to any White Wolf game, not a B-Movie feel. In my opinion, the Reborn are virtually a *must* in Vampire and/or Mage games that delve into the origins of civilization, and while they should be rare, they're totally playable.

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