

**GURPS**<sup>®</sup>

Fourth Edition

# INFINITE<sup>™</sup> WORLDS

## THE OSIRIS WORLDS<sup>™</sup>



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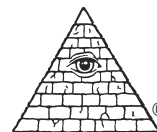
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# INTRODUCTION

Ancient Egypt was one of history’s first civilizations. Its origins lost in the Stone Age African mists, it survived to the age of Rome and built the oldest of the Seven Wonders of the World. It confronted the empires of Mesopotamia and Iran as a rival, the Greeks saw it as a land of ancient knowledge and sometimes as an ally, and modern would-be magicians persist

in looking there for secrets. Anyone interested in the African roots of civilization must study it, too.

Hence, Egypt will always be of some interest to Infinity Unlimited whenever they encounter a timeline where its power or culture survive – which in practice means most worlds with a current-day date in the B.C. range, but not many with a much later present. Researchers will always want reports. Scavengers and opportunists will often find things worth investigating. Meanwhile, Infinity’s dark mystical shadows in the Cabal, who trace their traditions back to the Old Kingdom, regard the place with greedy awe.

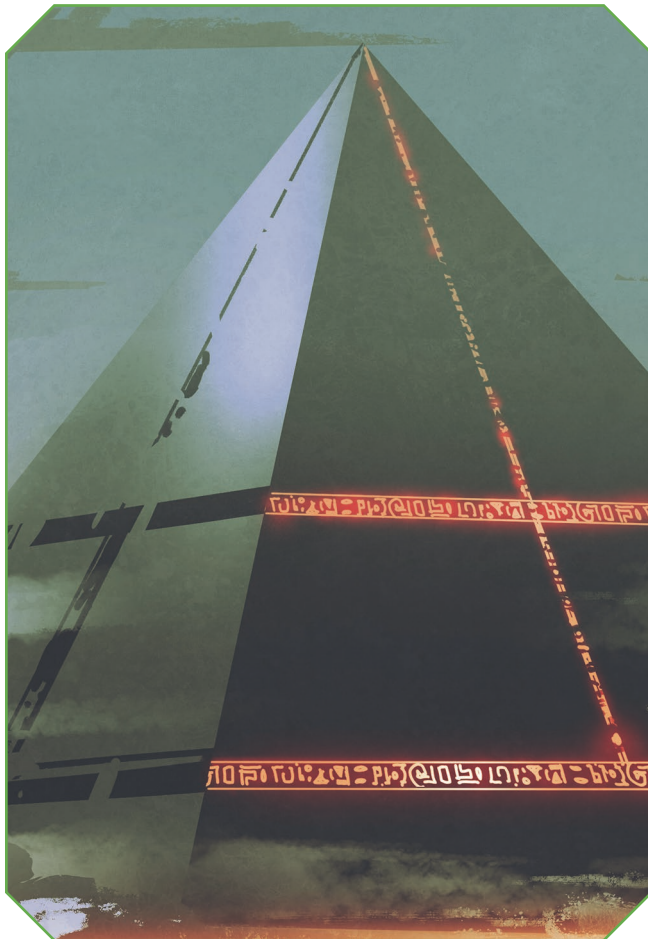
What is less common are timelines where Egypt is a dominant global power or the focus of Infinity’s attention. There are a few, though, and Infinity gives them the tag “Osiris,” after one of the Egyptian gods. This supplement takes a skim through that catalog, paying special attention to three interesting cases.

## RECOMMENDED WORKS

Obviously, this supplement builds on the descriptions of Infinity in the *GURPS Basic Set* and *GURPS Infinite Worlds*. In addition, while historical information on Ancient Egypt is widely available from multiple sources, *GURPS Egypt* is an excellent summary of the topic, *GURPS Places of Mystery* has details of relevant locations, and *GURPS Cabal* describes the Egyptian early history of the Cabal. Other volumes of interest are referenced where relevant in the text.

## ABOUT THE AUTHOR

British writer Phil Masters has been the author or co-author of numerous *GURPS* books over the last 30 years, from *GURPS Arabian Nights* and *GURPS Places of Mystery*, through the *Discworld Roleplaying Game*, to *GURPS Infinite Worlds: Britannica-6* and the Fourth Edition *GURPS Steampunk* series. He has also written for other game lines, including *Champions, Mage: The Sorcerers Crusade, Ars Magica*, and *Trail of Cthulhu*.



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