

Mummy

written by A J | November 20, 2014

 Rare | Medium | Lawful evil | Undead

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

| Armor Class | Hit Points | Move |
|-------------|--------------------|------------|
| 17 | 24 (6 Hit Dice) | walk 60 ft |

Appearing 2d4

Habitat Desert, Underground

Negotiation no

Morale DC 5

Challenge 2 (600 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

3 -1 2 -2 0 1

Combat

Has 1 attack. Hit Bonus +6. Damage Claw. 1d12 damage

Special Attacks

Fear. Wisdom DC 16 save or be paralyzed for 1d4 rounds.

Disease. The touch of a mummy causes a wasting disease which will cause death within 1d6 months. Each month of affliction, the victim loses 2 points of charisma, and while diseased no cure wound spells will have effect and any wounds will heal at a 10% rate and can only be cured by a cure disease spell.

Special Defense

A mummy cannot be harmed by normal weapons, sleep, hold spells, charm spells, and cold based attacks., poison, paralysis and magical weapons do only half damage. Fire on the other hand; a torch will deal 1d3 hp damage, a flask of burning oil causes 1d8 hp per round and magic fire is +1 to damage. Holy water inflicts 2d4 hp per vial that hits.

Treasure

Individual: None

Lair: 1d8×1,000 cp (10%), 1d12×1,000 sp (15%), 1d6×1,000 gp (50%), 1d10 gems (30%), 1d6 jewellery (25%), any 2 magic item + 1 potion (15%)