

MUMMY GOLEM

CREATURE 6

UNCOMMON

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MEDIUM

CONSTRUCT

GOLEM

MINDLESS

Converted by VaranSL

Perception +12; darkvision

Skills Athletics +17

Str +5, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 22; **Fort** +16, **Ref** +10, **Will** +10

HP 105; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, magic (see Golem Antimagic below), mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantite and slashing)

Golem Antimagic harmed by fire (4d8, 2d6 from areas or persistent damage); healed by earth (area 2d6 HP); slowed by cold

Vulnerable to Entangle The golem can be targeted by *entangle*. If targeted, the golem becomes wrapped up in its bandages and is slowed 1 for 1d4 rounds. The spell has no other effect.

Speed 25 feet

Melee ♦ fist +17 [+12/+7] (magical), **Damage** 2d6+9 bludgeoning plus Grab

Grasping Wrappings 🌀 **Trigger** the golem Grabs a creature; **Effect** The target is covered in bandages and become restrained (Escape DC 24). The wrappings are not connected to the golem and the creature remains restrained until it escapes, destroys the bandages, or kills the golem. The bandages are an object and have Hardness 5, 16 Hit Points (BT 8), and immunity to bludgeoning damage. A creature that starts their turn restrained by the wrappings takes 2d6 bludgeoning damage (DC 24 basic Fortitude save).