

THE BLACK MONK

CREATURE 14

UNIQUE**LE****MEDIUM****UNDEAD****MUMMY**

Perception +26; Darkvision

Languages Necril, Thassilonian

Skills Acrobatics +23, Arcana +21, Occultism +19, Religion +23, Stealth +21

Str +7, **Dex** +4, **Con** +4, **Int** +1, **Wis** +7, **Cha** +7

Items Scroll Tube

AC 36; **Fort** +27, **Ref** +25, **Will** +23; +1 status to all saves vs. positive

HP 270 (negative healing); **Immunities** death effects, disease, paralyzed, poison, unconscious;

Weaknesses fire 15

Speed Fly 35 feet

Melee ♦ legs +27 (agile, cold iron, finesse, magic, silver), **Damage** 3d8+15 bludgeoning, Insidious Mummy Rot

Insidious Mummy Rot (curse, disease, divine, necromancy) This disease and any damage from it can't be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 26 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 8d6 negative damage and stupefied 2 (1 day)

Breath of Death ♦♦ (concentrate, death, divine, necromancy, negative) The Black Monk exhales a 30-foot cone of tomb gas that deals 15d6 negative damage (DC 34 basic reflex save). A creature that is killed by this negative damage rises 1d4 rounds later as a zombie under the control of the Black Monk. It gains the undead trait, retains the abilities it had in life, hit points and a weakness to slashing damage appropriate to its level. The Black Monk can't use Breath of Death again for 1d4 rounds.

Flurry of Blows ♦ (Flourish) Make two leg strikes, if both hit the same creature, combine their damage for the purpose of resistances, weaknesses, and the creature only needs to save once against Insidious Mummy Rot. Apply MAP normally.

Stunning Fist When you target the same creature with two strikes from flurry of blows, you can try to stun the creature. If either strike hits and deals damage, the target must succeed a DC 34 Fortitude save or be stunned 1 (or stunned 3 on a critical failure). This is an incapacitation effect.

Ki Flux ♦ (Concentrate) Stride twice, you gain the concealed condition during this movement and until the start of your next turn.