

# THASSILONIAN MUMMY

CREATURE 9

LE

MEDIUM

UNDEAD

MUMMY

**Perception** +18; darkvision

**Languages** Necril, Thassilonian

**Skills** Athletics +18, Stealth +18

**Str** +4, **Dex** +0, **Con** +2, **Int** -2, **Wis** +4, **Cha** +2

**AC** 27; **Fort** +18, **Ref** +15, **Will** +21

**HP** 159 (negative healing)

**Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in a mummy guardian's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 25 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.

**Speed** 20 feet

**Melee** ♦ fist +19, **Damage** 2d8+11 bludgeoning plus mummy rot

**Mummy Rot** (curse, disease, divine, necromancy, negative) This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level resurrect ritual or similar magic. **Saving Throw** DC 25 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)