

Mummy

Grade C+

Undead Humanoid

Defense 10, **AR** 6, Enchanted

Immunities Mental, Poison, Charm, Sleep

Vulnerabilities Fire +1d6

Health 60, **Speed** 6

Senses Dark Vision ∞ (-1 in light)

+3 Communication

+4 Constitution (Stamina)

+0 Cunning

+2 Dexterity (Brawling)

+3 Magic

+2 Perception

+5 Strength

+2 Willpower

Melee Fist +4 (1d6+5*)

Favored Stunts: Dual Strike and Mighty Blow.

Weapon Groups: Brawling

Powers

Horrifying Appearance: Characters who look upon the form of the mummy must succeed at a **Willpower (Courage)** test : TN 15 or be paralyzed with fear for 1d2 rounds (use the Dragon Die result divided by 3 to determine). This power has no effect again within 24 hours.

Howling Madness: A mummy automatically passes any **Willpower (Morale)** tests.

Mummy Rot: The mere touch of a mummy carries the a curse with it. Each round that the mummy has physical contact with a character, that character gets a rot token. Once the character has more rot tokens than its Constitution it has contracted the curse. The character suffers 2d6 damage at the end of that round, and takes a -1 penalty to Dexterity and Constitution. This damage and the penalties to the character's Abilities cannot be healed or counteracted by any means until the curse is removed. Any character who dies while so cursed turns into a pile of dust which blows away at the first good wind.

Some Mummies were priests or noblemen before death. These characters tend to be elite versions of the monster with the ability to cast Divine Spells with a Shadow bias. Treat them as 10th Level Clerics.

