



Image by Lucio Parrillo, © Wizards of the Coast. Accessed at the Monster Manual III Art Gallery [here](#)

[Monster Manual III had a number of monsters that were variants of core creatures. The salt mummy is my favorite because salt mummies are, you know, [real](#). Although the real ones tend not to try to beat you to death.]

### **Salt Mummy**

*A withered humanoid shambles forth, its body desiccated and studded with glittering white crystals. Its jaw gapes open slackly, but its eyes are filled with malice, and it reaches forth with grasping hands.*

Salt mummies are the preserved corpses of humanoids dehydrated by exposure to salt deposits. Although many bodies can become preserved in this fashion, only those that died with some unfinished business become salt mummies. Their restless souls remain held in their bodies by a desire for revenge, now expanded vaguely to include all living humanoids. They are stupid, recklessly violent creatures in their natural state, carrying on subterranean rampages that end only when they are slain or run out of victims. Some necromancers seek to control or create them, favoring their toughness and single-minded dedication.

A salt mummy can be made using a *create undead* spell at caster level 15<sup>th</sup>. The body must be packed in salt and allowed to dry for a year and a day before it is suitable for animation as a salt mummy.

**Salt Mummy**      **CR 8**  
**XP 4,800**

CE Medium undead

**Init** +3; **Senses** darkvision 60 ft., Perception +14

**Aura** despair (30 ft., Will DC 19)

Defense

**AC** 22, touch 9, flat-footed 22 (-1 Dex, +13 natural)

**hp** 102 (12d8+48)

**Fort** +7, **Ref** +3, **Will** +11; channel resistance +2

**DR** 5/-; **Immune** undead traits; **Resist** cold 10, fire 10

**Weakness** vulnerable to water

Offense

**Speed** 30 ft.

**Melee** 2 slams +14 (2d6+5 plus dehydrating strike)

Statistics

**Str** 20, **Dex** 9, **Con** -, **Int** 6, **Wis** 16, **Cha** 17

**Base Atk** +9; **CMB** +14 (+16 bull rush); **CMD** 23 (25 vs. bull rush)

**Feats** Alertness, Improved Bull Rush, Improved Initiative, Power Attack, Toughness, Vital Strike

**Skills** Climb +14, Perception +14, Sense Motive +14, Stealth +8

**Languages** Common

Ecology

**Environment** any land or underground

**Organization** solitary, pair or cluster (3-9)

**Treasure** standard

Special Abilities

**Dehydrating Strike (Su)** A living creature hit by a salt mummy's slam attack takes an additional 2d6 damage and become fatigued. A successful DC 19 Fortitude save halves this damage and negates the fatigue. A creature that fails this save a second time becomes exhausted. Plants, oozes and creatures with the water subtype are particularly vulnerable, and take 2d8 points of damage instead. The save DC is Charisma based.

**Despair Aura (Su)** A creature within 30 feet of a salt mummy that can see a salt mummy must succeed a DC 19 Will save or be paralyzed with fear for 1d4 rounds. Regardless of whether it passes or fails this save, it is immune to the despair of that salt mummy for the next 24 hours. This is a mind-influencing fear effect, and the save DC is Charisma based.

**Vulnerable to Water (Ex)** Water damages a salt mummy as if it were acid—it takes 1d6 points of damage whenever it is splashed with water, and takes 10d6 points of damage a round from full immersion.