

# MonsterFocus

## Mummies



A Minotaur Games Supplement  
By Jason Bulmahn



# Monster Focus: Mummies

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**L**urking in ancient tombs, cursed by the gods, the mummy is a deadly threat to adventurers seeking to plunder their long-forgotten treasure. The mere sight of a mummy can paralyze the living, and their touch can cause the flesh of their victims to wither away. A single mummy can bring ruin to a group of heroes unprepared to face their curse, while a group of these deadly undead can spell the end to even the most powerful of heroes.

This supplement presents a number of rules and options for making mummies a terror that will strike fear into the hearts of the stoutest adventures, from a single encounter to an entire campaign arc. This supplement includes tools for player characters facing off against mummies, such as feats, alchemical items, and spells, as well as new rules for Game Masters, such as magic items, traps, new mummy templates, and adventure hooks.

## SKILLS

Characters attempting to gather information about mummies must make a Knowledge (religion) skill check.

### DC Information

- 10 Made from a desiccated and preserved corpse, wrapped in sacred bandages, this undead creature is known as a mummy.
- 15 The mere sight of a mummy can cause the living to freeze with terror.
- 20 A mummy's touch can wither the flesh, cursing its victim to a slow and painful death.
- 25 Mummies are incredibly resilient, but fire can easily destroy their dry, dusty bodies.

## FEATS

Some of these feats aid characters that must face off against mummies. Others grant mummies new abilities to use against the living.

### Crushing Slam

Your slam attack can bring your foes to their knees.

**Prerequisite:** Str 21, slam natural attack.

**Benefit:** As a standard action, you can make a single slam attack at your full base attack bonus. If the attack hits, you deal damage but you do not add your Strength bonus to the damage roll. In addition, if you hit you may attempt a free combat maneuver check to trip the target of your slam attack. This trip attempt does not provoke an attack of opportunity and you cannot be tripped in return if the attempt fails.

### Curse Breaker

Curses do not affect you as easily as they do others.

**Prerequisite:** Iron Will.

**Benefit:** Whenever you become afflicted with a curse, you can roll your saving throw twice to avoid the effects of the curse. If the curse does not allow you to

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cure it by making a number of saving throws, you can cure the curse by making 5 consecutive saving throws against it (usually at the rate of one per day, depending on the frequency). If a curse is also another type of affliction (such as a disease), these benefits still apply.

## Rapid Rot

The curse of your touch rots flesh incredibly quickly

**Prerequisite:** mummy rot special attack.

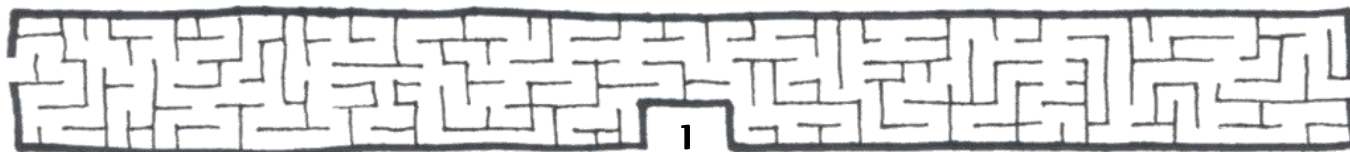
**Benefit:** Your mummy rot special attack is far more virulent. After the initial saving throw, whenever a creature infected with your mummy rot fails a saving throw against the effects of mummy rot, it must save again 1 hour later, as if the frequency was 1 hour. If it fails subsequent saving throws, it must continue to make saves 1 hour later until it succeeds at a saving throw, at which point, the normal frequency applies.

## Ward Off

You can hold foes at bay with an object they fear.

**Prerequisite:** Knowledge 1 rank.

**Benefits:** As a standard action you can present an object to creatures within 10 feet that you can identify with a Knowledge skill check. If that creature has a vulnerability to the object you present, it must make a Will save to make any melee attacks against you (DC equal to 10 + 1/2 your Hit Dice + your Charisma modifier). If the Will save fails, the creature cannot make melee attacks against you as long as you continue to spend a standard action on your turn to present the object. This does not waste the creature's action, it just prevents it from making melee attacks against you. If the creature makes it saving throw, it is immune to this ability for 24 hours. You can only use this



ability on creatures that you can identify with a Knowledge skill that you possess. The object you present must obviously be a source of their vulnerability (such as a *frost* weapon or lit torch). A holy symbol of a good-aligned deity counts as a source for all undead creatures. Creatures without vulnerability (except undead) are immune to the effects of this feat.

## ALCHEMICAL ITEMS

While alchemist's fire is probably one of the more useful items when facing off against mummies, there are other alchemical tools that PCs might find valuable. There are also a few alchemical items presented here to aid in the creation and protection of mummies.

This section also presents a new type of item made through alchemy that can enhance spells if used as a spell component. These alchemical components are always consumed when casting the spell that they enhance and no more than one such component can be used in the casting of a single spell. The DC to craft an alchemical component is equal to 15 + the level of the spell that the component modifies (this DC is included in the table). While alchemical components are crafted using parts from various creatures, their cost comes from other rare ingredients and reagents.

**Embalming Fluid:** This alchemical component is made from sacred herbs and exotic oils. When used to cast *create undead*, this component reduces the caster level required to create a mummy to 12th level. In addition, any mummy created using embalming fluid gains channel resistance +2. This does not change the CR of the mummy.

**Flaming Oil:** This vial of bright orange oil contains enough fluid to coat one melee weapon. The next time the weapon strikes a hard surface (such as when it is used to make an attack), the oil bursts into flames, dealing 1d3 points of fire damage with each successful hit. Once lit, the oil lasts for 1d4 rounds before going out. If applied to a wooden weapon, the oil deals 1d3 points of fire damage to the weapon each round, ignoring Hardness. Once applied, the oil must be used within one hour, otherwise it evaporates. The effects of this oil do not stack with the *flaming* special weapon property.

**Holy Censer:** This simple brass vessel is made for burning holy incense and is usually inscribed with images of a divine nature. A holy censer is attached to a chain, allowing it to be easily swung back and forth to create an area of smoke with a 10 foot radius as a standard action (as opposed to the normal 5 foot radius for holy incense). Swinging the censer in this way is a move action. Holy incense burning inside a censer can be moved without risk of being extinguished.

**Holy Incense:** This block of fragrant incense can be lit as a standard action, causing it to emit a thin white smoke in a 5 foot radius. Once lit, the incense cannot be moved without extinguishing it, but see the holy censer. Any undead that start their turn inside the smoke radius of a burning block of holy incense take 1 point of damage. Undead with vulnerability to fire take 1d3 points of damage instead. Undead within the smoke radius of multiple blocks of burning holy incense take damage only once at the start of their turn. This damage is not halved against incorporeal undead. Once lit, a block of incense burns for 10 minutes.

**Sacred Salts:** This alchemical component is made from rare river salts and mummy dust. If the component is used when casting *mummify*, the target of the spell takes a –2 penalty on the saving throw to negate the spell. In addition, if the target is slain by the spell, its body immediately becomes desiccated and ready for mummification. This reduces the material component cost for *create undead* by 200 gp.

## SPELLS

These ancient spells are used by mummy spellcasters and the cultists that create them. They can frequently be found carved into the walls of their ancient tombs, but deciphering them requires a DC 20 Linguistics skill check.

### Curse Charm

**School** abjuration; **Level** cleric 2, druid 2, inquisitor 2, paladin 2

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Whenever the target of this spell must make a saving throw against a curse, it can roll the saving throw twice and take the better result. In addition, if the creature fails a saving throw against a curse's effect, it can choose to end this spell as an immediate action to negate the effect. Even if this ability is used, the saving throw still counts as having been failed for the purposes of curing the affliction.

Alchemical Item	Cost	Weight	Craft DC
Embalming Fluid	200 gp	4 lbs.	21
Flaming Oil	75 gp	1/2 lb.	25
Holy Censer	50 gp	1 lb.	15
Holy Incense	60 gp	—	20
Sacred Salts	200 gp	1/2 lb.	21

### Mummify

**School** necromancy; **Level** cleric 4, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (scrap of linen)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round/level (D)

**Saving Throw** Reflex negates (see text); **Spell Resistance** yes

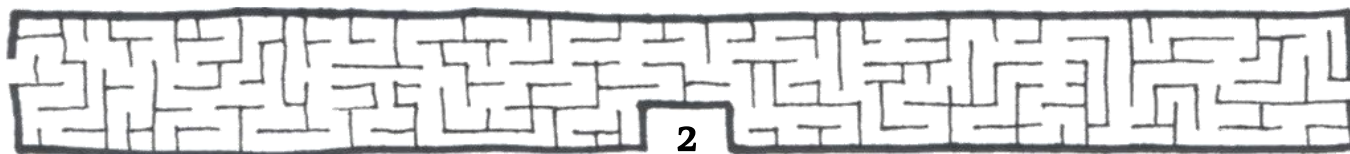
Upon completing this spell, a strip of linen stretches out from your hand to wrap itself around the target. If the target fails its Reflex save, the linen covers it from head to toe, giving it the entangled condition. At the end of each turn the target is still entangled by these bandages, it takes 2d6 points of damage as the moisture is drawn from its flesh. As a full round action, the target can attempt to free itself from these bandages with a DC 20 Strength check or a DC 25 Escape Artist check. The bandages can also be destroyed by fire or slashing weapons by dealing an amount of damage equal to 10 + your caster level. Any attack made against the bandages deals half its damage to the target (round down) and the remaining damage to the bandages. Destroying or escaping the bandages ends the spell.

### Sandblast

**School** conjuration (creation) [earth]; **Level** cleric 2, druid 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (handful of sand)





**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

Upon casting this spell, a ball of sand forms in your hand that you can throw at one target within range as a ranged touch attack. If the ball of sand hits, the target takes 1d6 points of bludgeoning damage per two caster levels (max 5d6). In addition, the target must succeed at a Fortitude saving throw or be pushed 10 feet directly away from you and be blinded for 1 round. This movement does not provoke an attack of opportunity. If the movement forces the creature into a solid object, or other creature, it immediately stops and falls prone instead.

### Scarab Swarm

**School** conjuration (summoning); **Level** cleric 4, druid 4, summoner 4, sorcerer/wizard 4

**Casting Time** 1 round

**Components** V, S, M/DF (beetle shell)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one scarab swarm

**Duration** concentration + 2 rounds

**Saving Throw** none; **Spell Resistance** no

This spell functions as *summon swarm*, but it instead calls forth a scarab swarm. Treat this swarm as a crab swarm but replace its swim speed with a climb speed of 20 feet and Swim skill with an equal Climb skill.

### Wall of Sand

**School** conjuration (creation) [earth]; **Level** cleric 3, druid 3, sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Effect** 10 ft. high wall of shifting sand 10 ft. long/level

**Duration** concentration + 1 round/level

**Saving Throw** none; **Spell Resistance** no

An immobile wall of sand rises up from the ground. This wall is 10 feet high and up to 10 feet long per caster level you possess. It is 1 foot thick and it blocks line of sight. The wall must be anchored on solid ground and it must be one continuous plane. Attempting to create a wall that passes through a creature or other sizable object that would break the plane of the wall causes the spell to fail. Creatures can attempt to push through the wall as a move action, but they must succeed at a Strength check to do so (DC equal to the save DC of this spell). This does not create a permanent opening as the sand quickly fills the hole. The wall cannot be destroyed, as any damage dealt to it is instantly repaired, but *stone shape* can create a permanent opening. When the spell ends, the sand disappears.

## MAGIC ITEMS

Mummies are often entombed with a variety of powerful magic items. Included here are some of the more rare objects an adventurer might uncover while plundering a mummy's tomb.

### Canopic Jar

**Aura** moderate conjuration; **CL** 7th

**Slot** —; **Price** 2,800 gp; **Weight** 4 lbs.

This ceramic jar is inscribed with ancient hieroglyphs and arcane symbols. It is sealed with sticky resin, but it can be

opened as a standard action. Once opened, a swarm of scarabs emerges from the jar and moves in a direction designated by the creature opening the jar (see *scarab swarm*). The swarm cannot be further directed after being released, traveling in a straight line at a rate of 10 feet per round (climbing over obstacles as necessary). The creature bearing the *canopic jar* is immune to the swarm and its effects. After seven rounds, the swarm turns into harmless sand. The *canopic jar* can only be used once.

**Construction** Craft Wondrous Item, *scarab swarm*; **Cost** 1,400 gp

### Figurine of Wondrous Power, Basalt Cat

**Aura** moderate conjuration; **CL** 9th

**Slot** —; **Price** 13,000 gp; **Weight** 1 lb.

When commanded, this basalt cat statue transforms into a black cat (see the *Bestiary*) except that it has an Intelligence of 7 and can understand Common. The cat can be commanded to spy on creatures and can track one target per day as if using *locate creature*. The owner of the *basalt cat* can perceive anything the cat perceives as if using *clairaudience/clairvoyance*. The *basalt cat* can be used once per week for up to 4 hours.

**Construction** Craft Wondrous Item, *animate object, clairaudience/clairvoyance, locate creature*; **Cost** 6,500 gp

### Mummy Charm

**Aura** moderate abjuration; **CL** 7th

**Slot** neck; **Price** 8,000 gp; **Weight** 1 lb.

This ancient golden charm bears the symbol of a long-forgotten cult that practiced mummification rituals. The wearer of the *mummy charm* is immune to the despair aura of mummies and receives a +4 sacred bonus on saving throws made against curses (including mummy rot). The wearer of the mummy charm may also present the charm to a mummy to hold it at bay, as if using the Ward Off feat.

**Construction** Craft Wondrous Item, *curse charm, protection from evil*; **Cost** 4,000 gp

### Scepter of the Ancients

**Aura** moderate conjuration; **CL** 11th

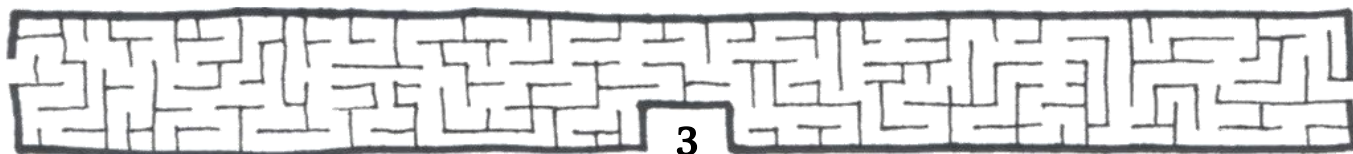
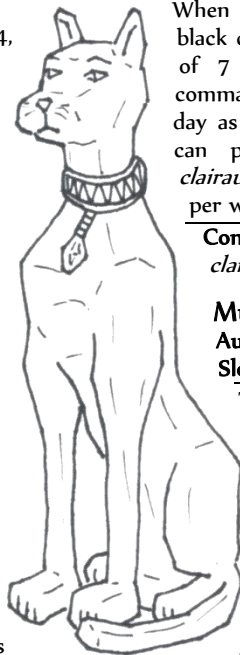
**Slot** —; **Price** 32,000 gp; **Weight** 3 lbs.

Crafted from one solid piece of dark iron inlaid with gold, this scepter is curved at one end to look like a small crook. The wielder of the scepter can use it as a +1 club and can move across sand as easily as across solid ground. The scepter can be used to cast *wall of sand* up to three times per day and the bearer of the scepter can move through any such walls as if they did not exist. Finally, the wielder of the scepter can call down a sandstorm to strike an area once per day. Treat this as *ice storm*, but all the damage it deals is bludgeoning and creatures that take damage from the sandstorm are blinded for one round.

**Construction** Craft Rod, *freedom of movement, sandblast, wall of sand*; **Cost** 16,000 gp

## NEW TRAPS

Adventurers and tomb robbers should always be wary of the traps that wait inside a mummy's tomb. The following are just a few examples of the lethal devices that can be found.



## Sand Suffocation

When this trap is triggered, the doors of the room slam shut, dealing 6d6 points of damage to anyone standing in the doorway. A DC 20 Reflex save negates the damage and allows the creature to leap outside the room if they desire. Once the doors are closed, the room begins to fill with sand, pouring from holes in the ceiling. In 15 rounds, the room will completely fill with sand and all the creatures inside must hold their breath or suffocate. To make matters worse, the mechanism to disarm the trap is located in the floor and is quickly buried by the sand. This increases the DC to locate and disarm the trap by +2 each round after the first.

### Sand Suffocation Trap

CR 9

Type mechanical; Perception DC 15; Disable DC 20

#### EFFECTS

**Trigger** touch; **Onset** 1 round; **Reset** none

**Effect** room fills completely with sand in 15 rounds, adding 8 inches of sand to the floor each round, the DC to locate and disable the trap increases by +2 each round after the first.

## Scarab Tide

This trap consists of a long sarcophagi sitting in the center of a small chamber. Inside is a mummy, bedecked with jewels. If any of the treasure is disturbed, an endless tide of scarabs pour forth from the mummy's mouth, filling the room and devouring everyone inside.

### Scarab Tide Trap

CR 6

Type magical; Perception DC 29; Disable DC 29

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** spell effect (*scarab swarm*, creates one swarm each round until the entire room is filled, swarms persist for 7 rounds).

## Thief's Curse

This trap is typically placed on an item of great value in the mummy's tomb. The trap only triggers if the object is taken from its current location.

### Thief's Curse Trap

CR 5

Type magical; Perception DC 29; Disable DC 29

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** mummy rot (*mummy rot*: curse and disease—touch; save Fort DC 16; onset 1 minute; frequency 1 day; effect 1d6 Con and 1d6 Cha; cure —), curse cannot be removed unless the object is returned to its proper location.

## NEW MUMMIES

Although rare, there are a number of variant mummies that a group might encounter while exploring an ancient tomb. These variants can be created using *create undead* by a 17th level caster (except for the decrepit mummy, which cannot be intentionally created). These variant mummies possess all of the base abilities of the mummy unless otherwise noted.

## Decrepit Mummy

After centuries spent locked away inside a tomb, the magic that binds some mummies begins to falter. These decrepit mummies are sometimes mistaken for zombies, but they are still quite dangerous.

**Challenge Rating:** As a normal mummy –2.

**Aura:** The despair aura of a decrepit mummy only paralyzes for one round.

**AC:** A decrepit mummy only has a +7 natural armor bonus.

**Defensive Abilities:** A decrepit mummy does not possess DR.

**Melee:** Due to its reduced Strength score, a decrepit mummy's slam is at a +12 bonus and it only deals 1d8+7 points of damage. Instead of mummy rot, those hit by a decrepit mummy's slam are sickened for 1d4 minutes unless they succeed on a DC 15 Will save.

**Abilities:** As a normal mummy, but its Strength score is reduced to 20 and its Charisma score is reduced to 13.

## Mummy Priest

When a high priest is mummified, they sometimes retain some of the powers they had in life, granting them the ability to cast spells and use other foul powers.

**Challenge Rating:** As a normal mummy +2.

**AC:** A mummy priest has a +2 deflection bonus to AC.

**Defensive Abilities:** A mummy priest has channel resistance +4.

**Special Attacks:** A mummy priest gains the ability to channel negative energy, using its Hit Dice as its cleric level. Most mummy priests can use this ability 6/day (DC 17, 4d6).

**Spell-Like Abilities:** A mummy priest gains the following spell-like abilities. It uses its Hit Dice as its caster level. Spell DCs are Charisma-based.

At will—*bless*, *cause fear* (DC 14), *doom* (DC 14)

3/day—*hold person* (DC 15), *inflict moderate wounds* (DC 15), *wall of sand*  
1/day—*mummify* (DC 17), *unholy blight* (DC 16)

**Abilities:** As a normal mummy, but its Charisma score is increased to 16.

## Shifting Mummy

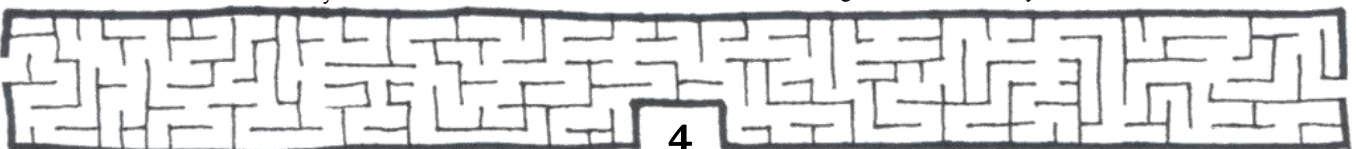
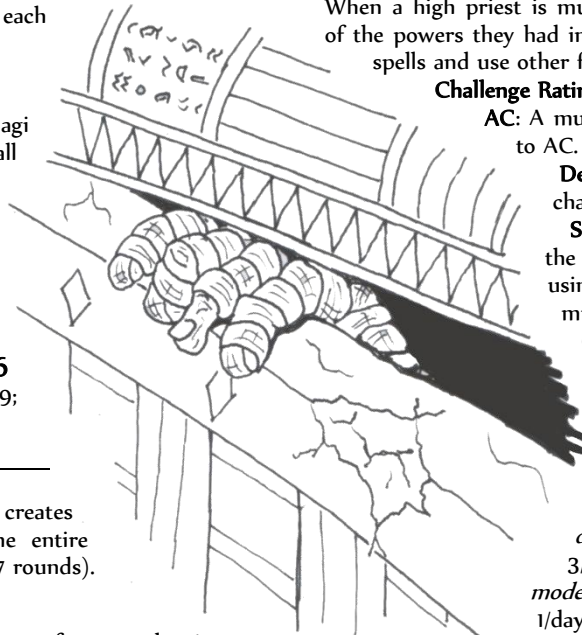
Some mummies possess strange powers that allow them to alter their form, either to appear as a living creature or to become a swarm of biting scarabs.

**Challenge Rating:** As a normal mummy +1.

**Speed** A shifting mummy has a base speed of 30 feet.

**Special Attacks:** A shifting mummy gains the following special attacks.

**Living Form (Su):** As a standard action, a shifting mummy can assume the form it had when alive, replacing its bandages with ancient clothing. This is a transmutation effect that actually alters the mummy's form. While in this form, the mummy loses its damage reduction, but it also gains immunity to channel energy, unless that channel energy harms living creatures. The mummy still counts as undead for any other effects. This grants the mummy a +20 circumstance bonus on



Disguise skill checks to pass as a living creature. The mummy can resume its undead form as a swift action.

**Swarm Form (Su):** As a standard action, a shifting mummy can assume the form of a swarm of scarabs. Treat this swarm as a crab swarm, but replace its swim speed with a climb speed of 20 feet. The mummy retains its hit points, saving throws, and undead traits while in swarm form, but it loses its damage reduction. Any creature that fails its saving throw against the swarm's distraction ability is also subject to mummy rot. The shifting mummy can resume its undead form as a swift action.

**Skills:** A shifting mummy receives a +8 racial bonus on Climb skill checks when in swarm form.

## ADVENTURE IDEAS

The following adventure ideas use rules from this supplement and are suitable for any challenge level.

**Dying Thief:** A tomb robber recently returned from an expedition with a golden falcon, studded with rubies. Not soon thereafter, he contracted a horrible rotting plague. The priests tell him that he cannot be cured unless the falcon is returned to its proper resting place. The thief contacts the PCs to find the falcon and return it before the thief's curse trap can claim his life. Unfortunately, he sold the falcon to a group of merchants that left town this morning and no one is quite sure where they were heading. To make matters worse, the thief is sure that something is following him; something from the tomb.

**Missing Relics:** Someone has been breaking into the homes of a number of noblemen in town, stealing precious valuables. The PCs are hired by one such nobleman who lost an ancient medallion. Investigating the crimes soon reveals that each burglary only resulted in the theft of a single object from each location, some old trinket. All of the trinkets were purchased from a single auction a month ago, in which a group of adventurers sold all of the items they recovered from a nearby tomb. What they did not know is that a shifting mummy followed them back to town and has been breaking into the homes to recover its long lost treasure. The PCs must track down the mummy, leading to a confrontation in an unexplored vault within its tomb.

**War of the Undying:** The PCs uncover a relatively unguarded desert tomb of some forgotten king and easily plunder its riches. A few months later, the desert begins to encroach upon the nearby town and terrible sandstorms become a common occurrence. As the situation grows worse, common folk begin to go missing only to return a few days later as some form of lesser undead, led by mummies to attack the community. Behind all of this is a powerful mummy priest (with added cleric levels) that was released from the tomb that was robbed by the PCs months ago. Awakening to find the sacred resting place of its king despoiled, it now seeks to destroy the nearby community. Returning the stolen items will not satisfy the rage of the mummy priest. Instead, the PCs must find a way to trick the mummy into believing its king has returned and orders the rampaging mummy priest back into its tomb to rest once more.

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