

Exotic Encounters:

Mummies



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Introduction

The *Pathfinder Bestiary*, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various “forgotten” monsters to get some attention. That kind of breadth doesn’t leave a whole lot of room for depth, and that’s where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can’t count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

Exotic Encounters takes a single, iconic monster, and creates three new variants on that theme. These variants aren’t simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster’s theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on the mummy: one of the most iconic forms of undead, though one that is often difficult to reconcile with the medieval European themes of the average fantasy roleplaying game. Though we often think of Egypt when we think of mummies, the fact of the matter is that mummies of various sorts have been found historically throughout the world. For the purposes of this book, we focused on three different aspects of mummies in popular culture. The **relic-bound mummy (CR 7)** focuses on the concept of mummies as guardians of relics and treasures, and it is virtually impossible to steal a relicbound mummy’s relic and live to enjoy the spoils. The **curse lord mummy (CR 10)** instead focuses on the link between mummies and curses, and is loaded down with some very nasty and creative curses that are incredibly difficult to remove. Finally, the **possessed mummy (CR 12)** is actually nothing more than the corpse of an ancient warrior, who has been possessed by a fiendish entity, which uses it as a foothold to spread evil and terror through the material plane.

Relic-Bound Mummy

The creature before you is the shambling husk of a man, his body dried and desiccated from countless ages of vigil, wrapped in linen bandages yellowed from age. A gleam of malevolence shines in its undead eyes.

MUMMY, RELIC-BOUND

CR 7

XP 3,200

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 22, touch 10, flat-footed 24 (+12 natural)

hp 82 (11d8+33)

Fort +5, **Ref** +3, **Will** +9

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +16 (2d6+7)

Special Attacks Relic curse

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +15; **CMD** 25

Feats Ability Focus (relic curse), Improved Natural Attack (slam), Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Intimidate +16, Knowledge (religion) +15, Perception +19, Spellcraft +15, Stealth +14

Languages Common

SQ Deathless, relic-bound

ECOLOGY

Environment any

Organization solitary, warden squad (2-4)

Treasure standard

SPECIAL ABILITIES

Deathless (Su): Relic-bound mummies are difficult to destroy completely without also destroying the treasure that they protect. As long as a relic-bound mummy's relic exists, any time that the mummy is destroyed, it rejuvenates 2d4 days later at the location that its relic is supposed to rest in. If the relic-bound mummy's relic is not currently in its resting place when this occurs (such as because it has been stolen), the relic-bound mummy gains a cumulative +1 bonus to attack and damage rolls, as well as a +1 profane bonus to AC and saving throws each time that it rejuvenates in this way (to a maximum bonus of +5). These benefits last until the relic-bound mummy's relic is returned to its intended resting place, or the relic-bound mummy's relic is destroyed.

Relic-Bound (Su): Each relic-bound mummy has a single, specific item that it is mystically linked

with, referred to as the relic-bound mummy's relic. A relic-bound mummy inherently know the direction and relative distance to its relic, as long as it is on the same plane as the relic, or knows the plane that the relic is on, if they are on different planes. The relic-bound mummy is compelled above all else to guard and protect its relic. It will not willingly travel more than 500 feet from its relic, and if it is ever further forced to be further from its relic than this (such as because the relic is stolen, or the relic-bound mummy is taken away from the relic against its will), the relic-bound mummy feels compelled to seek out the relic and return it to its proper resting place. If another creature takes a relic-bound mummy's relic, the relic-bound mummy attempts to kill that creature to the exclusion of all other threats. If a relic-bound mummy's relic is destroyed, the relic-bound mummy does its best to slay the creature that destroyed it.

A relic-bound mummy's relic has its hardness increased by 10, and has 10 times the normal amount of hit points for an object of its kind. Only non-animated objects of Large size or smaller can be made into relics in this way.

Relic Curse (Su): By meditating for a full minute, a relic-bound mummy can place a curse on any creature that is currently in possession of the relic-bound mummy's relic, regardless of distance and whether or not the relic-bound mummy knows who possesses the relic. The creature in possession of the relic must succeed on a Will save (DC 19) or suffer a -4 morale penalty on attack rolls, AC, ability checks, skill checks, and saving throws. Further, if the target fails this initial Will save, then he must succeed on a Fortitude save (same DC) each day or suffer 1 point of Constitution drain. A creature that dies under the effects of this ability becomes a relic-bound mummy who is bound to the stolen relic. The curse can be lifted by *break enchantment* or more powerful magic, or by returning the relic to its intended resting place (simply ridding oneself of the relic is not sufficient). The relic-bound mummy can use this ability once per week. The saving throw DC is Charisma-based.

Ecology

While it is certainly not uncommon for undead of any sort to be found guarding tombs and catacombs, relic-bound mummies are found almost exclusively in ancient, treasure-filled ruins, and are largely the reason that these ruins remain filled with treasure to this day. Relic-bound mummies were created in the distant past as a means to guard treasures, and they are very good at doing so, virtually ensuring between their own deathless perseverance and the effects of their deadly curse, that any stolen relics are returned to their rightful place.

Curse Lord Mummy

The creature before you is clearly undead, its body wrapped in bandages that bear arcane runes inscribed upon their length, and glow with a dark light that pulses eerily.

MUMMY, CURSE LORD

CR 10

XP 9,600

LE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +26

Aura aura of wretchedness (30 ft., Will DC 19)

DEFENSE

AC 24, touch 10, flat-footed 24 (+14 natural)

hp 112 (15d8+45)

Fort +7, Ref +5, Will +13

DR 10/magic; SR 21; Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +19 (2d6+10 plus 2d6 negative energy plus accursed touch)

Special Attacks death curse

STATISTICS

Str 24, Dex 10, Con —, Int 6, Wis 15, Cha 15

Base Atk +11; CMB +18; CMD 28

Feats Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Focus (slam)

Skills Perception +26, Stealth +24

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Accursed Touch (Su): Any living creature hit by a curse lord mummy's slam attack must succeed on a Will save (DC 19) or be affected by one of the curse lord mummy's dire curses. The curse lord mummy chooses which curse to apply. The saving throw DC is Charisma-based.

Aura of Wretchedness (Su): Any living creature that enters or begins its turn within 30 feet of the curse lord mummy must succeed on a Will save (DC 19) or be affected as though by the spell *bestow curse*. The exact effect (such as a -6 penalty to one ability score, or a 50% chance not to act each round, etc.), are determined in advance by the curse lord mummy. As a full-round action, the curse lord mummy can change the effect of its aura of wretchedness from among the different options available for *bestow curse*. Doing so only affects creatures that have not yet been affected by its aura, and does not retroactively change the curse's effects on characters that were cursed already. A creature that is currently suffering one form of curse from this ability cannot be affected by a different form of curse, even if the curse lord mummy changes the

type of curse it is using. The saving throw DC is Charisma-based.

Death Curse (Su): When the curse lord mummy is destroyed, its spirit lingers on just long enough to issue a final curse on the creature that slew it. That creature must succeed on a Will save (DC 23) or be affected by one of the curse lord mummy's dire curses. The exact dire curse is chosen by the curse lord mummy. The saving throw DC is Charisma-based, and includes a +4 bonus.

Dire Curse (Su): As a standard action, the curse lord mummy can point to a single living creature within 60 feet and pronounce its undying wrath towards that creature, invoking a dreaded dire curse. These curses cannot be broken by any means short of a *wish* or *miracle* spell, and even then, the caster must succeed on a DC 30 caster level check. Each individual dire curse has a specific action that can be performed in order to lift the curse. The target does not inherently know how to remove the curse, but any failed attempt to remove the curse (such as using *remove curse*) imparts this information, as do a variety of divination spells. A creature can be affected by multiple dire curses at once, but multiple instances of the same dire curse do not stack. In all cases, the saving throw DC is Charisma-based.

Curse of age: Each day, the target must succeed on a Fortitude save (DC 19) or age one year. This curse can be overcome by submerging oneself in a pure mountain stream untouched by civilization. Removing the curse does not reverse the aging process.

Curse of famine: The target is unable to derive sustenance from anything that he eats, and begins to starve. This curse can be overcome by consuming a home-cooked meal made specifically for the cursed character by someone who cares about them.

Curse of fear: Whenever the target sees a creature with a creature type other than his own (such as monstrous humanoid, fey, dragon, etc.), he must succeed on a Will save (DC 19) or become frightened for 1d4 rounds. This curse can be overcome for each creature type individually by slaying a creature of that type.

Curse of retribution: Whenever the target deals damage to a creature, he suffers half that much damage, himself. Any damage reduction or resistances that the target possesses do not apply to this damage. This curse can be overcome by going for an entire week without physically harming any living creature.

Ecology

Curse lord mummies are infused with the power to bestow truly powerful curses on those who would defile the tombs that they protect. Despite their name, curse lord mummies are servants, not masters, and it is very rare for a curse lord mummy to show initiative or interest in anything other than punishing those that enter the tomb it was created to guard.

Possessed Mummy

The creature before you is a dried and desiccated corpse, still wrapped in its funeral shroud, its ancient body shriveled and dry. Its eyes glow with an unnatural red light, and it hefts its great, flaming sword above its head to attack.

MUMMY, POSSESSED

CR 12

XP 19,200

LE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +28

Aura cursed aura (30 ft.)

DEFENSE

AC 25, touch 15, flat-footed 25 (+10 natural +5 profane)

hp 144 (17d8+68)

Fort +10, **Ref** +7, **Will** +14

DR 10/good; **SR** 23; **Resist** cold 10, electricity 10, fire 10

Weaknesses banishing weakness

OFFENSE

Speed 20 ft.

Melee +1 flaming greatsword +21/+16/+11 (2d6+11 plus 1d6 fire plus strike of despair/19-20 x2)

Special Attacks Call ally

Spell-Like Abilities (CL 17th)

3/day—*animate dead*, *unholy blight* (DC 17)

1/day—*blasphemy* (DC 20), *desecrate*, *harm* (DC 19)

STATISTICS

Str 24, **Dex** 10, **Con** —, **Int** 15, **Wis** 15, **Cha** 17

Base Atk +12; **CMB** +19; **CMD** 34

Feats Ability Focus, Great Fortitude, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Skill Focus (Perception), Toughness, Weapon Focus (greatsword)

Skills Bluff +23, Climb +27, Knowledge (planes) +22, Knowledge (religion) +22, Perception +28, Sense Motive +22, Spellcraft +22, Stealth +20

Languages Abyssal, Common, Infernal

ECOLOGY

Environment any

Organization solitary, band (2-6), or squadron (6-18)

Treasure standard

SPECIAL ABILITIES

Banishing Weakness (Su): Because a possessed mummy is the result of an evil outsider possessing a corpse, it is susceptible to spells like *banishment*, even though it is technically not extraplanar in origin. Whenever a possessed mummy is affected by a spell or ability that forces creatures back to their home plane, if the possessed mummy fails its saving throw or would otherwise be affected, the evil outsider possessing the possessed mummy is banished, as normal for the spell or effect, and the possessed mummy becomes a lifeless corpse. The evil outsider can automatically return to the

corpse after 24 hours (or as specified by the spell or effect that banished it, whichever is longer), but only if the corpse has not been destroyed.

Call Ally (Su): As a standard action, a possessed mummy can touch a humanoid corpse in order to call one of its allies into that corpse, creating another possessed mummy. In order to do so, the corpse in question must be largely in-tact (possessing all of its limbs, still possessed of most of its flesh, etc.). The corpse becomes possessed 1d4 rounds later, and rises as a possessed mummy. A possessed mummy that is called in this way cannot use this ability for 24 hours, and wields whatever weapon the corpse was wielding, but is otherwise identical to a standard possessed mummy in every way.

Cursed Aura (Su): Living creatures within 30 feet of a possessed mummy are unable to benefit from the effects of magical healing. This includes spells like *cure light wounds*, as well as supernatural and spell-like abilities, including the channel energy class feature of the cleric class or the lay on hands class feature of the paladin class. Extraordinary abilities are not affected.

Fiendish Intelligence (Su): Because a possessed mummy is the result of an evil outsider possessing a corpse, a possessed mummy's skills are determined as though it were an outsider, rather than an undead creature.

Strike of Despair (Su): The first time that a creature is hit by a possessed mummy's melee attack each round, that creature must succeed on a Will save (DC 23) or suffer a -2 morale penalty on attack rolls, ability checks, skill checks, and saving throws until the beginning of the possessed mummy's next turn. This ability can affect multiple creatures in a single round, if the possessed mummy hits multiple creatures, but can only affect any given creature once, regardless of whether or not he succeeds on the saving throw.

Ecology

Demons, devils, and other fiends have many ways of entering the material plane and spreading evil. One of these ways is to take control of the corpses of honored warriors, causing them to rise from their biers and take up arms to spread misery and destruction in their wake. Once one such corpse becomes possessed in this way, it is easy for the newly-made possessed mummy to spread the fiendish taint to other corpses, but getting that initial foothold is not so easy. Sometimes, if the warrior in question was evil, or made a pact with some infernal power in order to rise to power, then the seed is already there, and taking control of the body is easy. In other cases, fiends rely upon the aid of mortal cultists and followers to perform elaborate rituals, desecrating the corpse's tomb in order to summon forth the fiend into its undead body.

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