

Species, Breed: Undead, Mummy

Type: Undead.

Class: Undead.

Align: Evil.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 40

Coordination: 18

Dexterity: 30

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 50

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: 9

Swimming: Can't. But can walk under water, along the bottom, at a rate of 3 spaces per turn.

Luck: 50

Oxygen-points: Does not need oxygen to exist.

Blood-points: Does not need blood to exist.

Attack descriptions:

Withering Grasp: 2

Damage: 1-D12 x5

Range: 1 space (5')

Attack-type: Touch.

See: "Special Offenses".

Defense: 18

Offense: 30

Damage-Points: Roll 2-D20 +6 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100 x2

Bronze: 30+ to have 1-D100 x2

Silver: 30+ to have 1-D100 x2

Electrum: 30+ to have 1-D100 x2

White-gold: 30+ to have 1-D100 x2

Yellow-gold: 30+ to have 1-D100 x2

Black-gold: 30+ to have 1-D100 x2

Treasure item(s):

Common: None

UnCommon: None

Rare: 30+ to have 1-D6

Legendary: 60+ to have 1-D4

Description:

Annihilation Strike?: No.

Description: This creature appears to be a humanoid wrapped in faded, time-worn, strips of fabric. A faint green radiates from within its ancient body which shows through the strips of moldering cloth in places as it moves.

Eye color: Black and sunken in.

Eye shape: Medium-sized and withered.

Height: 6'-0"

Skin color: Brown-black (decayed).

Skin texture: Rough (as is dried flesh), though it will be wrapped in rotted strips of embalming cloth.

Posture: Biped (like an animal with two feet).

Weight: 125 lbs.



Dislikes: Unknown.

Disposition: Once a living being, full of vigor and life, now a but a wasted corpse and shell of one preserved in time. It senses body heat and is drawn towards it. But it will not stray from its abode, for sunlight blinds it.

Fears: None.

Habitat: Desert. This undead is rarely found in other regions.

Immunities: Charm, Consciousness, Death, Disease, Fall (falls from any height do not harm), Fear, Mental-Attack, Pain, Paralysis, Poison (excluding Toxin Poison), Shock (physical shock from being wounded), Sickness, Sleep, Spiritual-attack and Stun.

Life-span: Undying creature. This creature's existence never fades.

Likes: Life essence of the living. The undead's desire to live is so powerful as to drive it to hunting anything of warm blood that it encounters.

Needs: Unknown.

Note: Gratuin was the first embalmed and mummified being, thus the Mummy's gaze is named after him.

Special Abilities: Night-vision: As the Psychic's spell.

Special Defenses: Resistance: Magic 91%

Special Offenses: Fear presence: When a Mummy is encountered all creatures must successfully make an avoidance-roll vs. "Fear" or Mummy will automatically gain the initiative on all attacks.

Gaze of Gratuin: When this creature's gaze falls upon its intended victim, a successful avoidance-roll vs. "Paralysis" must be rolled or the following penalties will occur:

3-D6 Coordination loss for 3-D6 hours.

3-D6 Dexterity loss for 3-D6 hours.

3-D6 Mental-strength loss for 3-D6 hours.

25% ability failure chance (when each and every spell is cast, a roll of 76+ will indicate it will fail).

25% spell failure chance (when each and every ability is invoked, a roll of 76+ will indicate it will fail).

Withering Grasp: When this creature touches a living creature it will drain 1-D4 random characteristics from it permanently. The following chart will determine which characteristic will be drained per successful touch:

Roll
1-D10: Characteristic(s) drained permanently:

1: Awareness

2: Charisma

3: Constitution

4: Coordination

5: Dexterity

6: Intelligence

7: Mental-strength

8: Strength

9: Wisdom

10: All characteristics will lose 1 point permanently.

When Withering Grasp drains a victim, roll also on the following chart to see how many years this undead will drain from its victim. While being drained, an avoidance-roll vs. "Paralysis" (Strength = % chance) must be successful in order to break free of the Mummy's grip. If this is failed, this undead will continue draining the life out of its victim turn after turn.

Victim's
Constitution: Aging effect:

5-16: 8-D6 years.

17-28: 7-D6 years.

29-40: 6-D6 years.

41-52: 5-D6 years.

53-64: 4-D6 years.

65-76: 3-D6 years.

77-88: 2-D6 years.

89-100: 1-D6 years.

Note: If this creature succeeds in draining 100 characteristic points in one single battle it will be granted the status of life for one year (in which time it becomes a "Living Mummy").

Susceptibilities: Direct sunlight will blind this undead -60 Offense) for 3-D6 turns. After the 3-D6 turns, sunlight will not effect this undead again for 24 hours.

Fire causes x2 damage on this undead.

Holy abilities and spells will cause x2 the normal effect upon this undead.

Holy Water will cause the best of three rolls for damage and will be at x3 damage as well.

Weapon susceptibility: Rank-8 (or better) magical weapon to harm.