



MUMMIES

Created through dark magic and forbidden funerary rites, mummies are undead creatures who rise from their tombs to protect long lost treasures, avenge past wrongs, and follow the will of dark gods. The rules presented in this document offer players a chance to play a mummy in Fifth Edition. Since the mummy has certain advantages and disadvantages that might change the dynamic of the game, be sure to ask your GM if it's okay to play one before creating your character.

MUMMY TRAITS

All mummies have the following features in common with each other.

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 2, and your Intelligence score is reduced by 2.

Age. So long as a mummy isn't destroyed, it is effectively immortal. Most mummies are revived within the first 200 years of being interred.

Alignment. Undeath often leads to an evil bent in creatures. However, there are mummies who retain their memories and morals, pushing past their supernatural compulsion to do good.

Size. Mummies are the same size and build as the race they were before mummification. Most mummies are humans, and are Medium. However, at your GM's discretion, you may also play a Small sized mummy.

Speed. Your base walking speed is 20 feet.

Darkvision. Thanks to your undead nature, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Mummy Resilience. Supernatural creatures, mummies are imbued with special defenses which protect them from those who'd see them destroyed. You gain the following benefits:

- You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

- You are immune to poison and necrotic damage.
- You are immune to the poisoned condition, and you have advantage on saving throws against becoming charmed, exhaustion, frightened, or paralyzed.
- While you aren't wearing armor, your AC is 11. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Improved Unarmed Strike. You can roll a d6 in place of the normal damage of your unarmed strike. When you reach 5th level, this damage increases by 1d6 (2d6).

Natural Armor. Your undead form is tougher than your mortal form.

Undead Nature. You are no longer a living creature—your creature type is undead, instead of humanoid. You do not require air, food, water, or sleep. You are affected by game effects that affect undead such as a cleric's Turn Undead feature and the *chill touch* spell. Similarly, you are not affected by game effects that only affect humanoids such as the *charm person* and *hold person* spells.

MUMMY RACIAL FEATS

Mummies who gain experience and survive beyond the initial shock of reanimation might grow to become powerful mummy lords, represented by the feats detailed below. If your GM allows the use of feats to customize your character, you may take one or more of the following mummy racial feats detailed below. If a feat requires a level, you must have that character level to learn the feat.

LORD OF THE DEAD

Prerequisites: Mummy, 9th level

As an action, you can summon up to eight **zombies** or **skeletons** or any combination thereof that appear in unoccupied spaces within 60 feet of you. The summoned creatures are friendly to you and your companions. Roll

initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The GM has the creatures' statistics. The creatures remain as long as you concentrate (as if concentrating on a spell), up to 1 hour, or until destroyed.

Once you use this feature, you can't use it again until you complete a long rest.

MUMMY'S CURSE

Prerequisites: Mummy, 5th level

The evil that binds your bones can be passed on to living creatures. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- Your unarmed attacks deal an additional 1d6 necrotic damage on a hit, in addition to the bludgeoning normal for your unarmed strikes. The necrotic damage increases by 1d6 when you reach 11th level (2d6, and again at 17th level (3d6).
- When you hit a creature with an unarmed strike, you can force it to make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Constitution modifier. On a failed saving throw, you bestow a magical curse on the creature, as the spell *bestow curse*. You can use this feature a number of times equal to your Constitution modifier (minimum of once), and regain all expended uses after you finish a long rest.

MUMMY'S PRESENCE

Prerequisites: Mummy, 5th level

You are fear incarnate. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain the Dreadful Glare feature. As an action, you can target one creature that you can see within 60 feet of you. If the target can see you, it must succeed on a Wisdom saving throw against this magic with a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed saving throw, the target is frightened until the end of your next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to this benefit as well as the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours. You can use this feature a number of times equal to your Charisma modifier (minimum of once), and regain all expended uses after you complete a long rest.

REJUVENATION

Prerequisites: Mummy, 17th Level

After you take this boon, you must perform an 8-hour long ritual to store your heart in viscera in panoptic jars. These jars are usually carved from limestone or made of pottery, etched or painted with religious hieroglyphs. Following the ritual, as long as your shriveled heart remains intact, you can't

be permanently destroyed. If you are destroyed, you gain a new body in 24 hours if your heart is intact. The new body appears within 5 feet of your heart, and you regain all your hit points. Your heart has AC 5, 25 hit points, and immunity to all damage except fire.

MUMMY BOONS

Epic boons are special powers only available to characters at 20th level. If your GM uses the epic boons rules option detailed in the Fifth Edition guide for gamemasters, the following boons are available in addition to those normally offered.

BLASPHEMOUS WORD

Prerequisites: Mummy, 20th level

As an action, you utter a blasphemous word. Each non-undead creature within 10 feet of you that can hear this magical utterance must succeed on a Constitution saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier or be stunned until the end of your next turn. Once you use this boon, you can't use it again until you complete a long rest.

BLINDING DUST

Prerequisites: Mummy, 20th level

As a bonus action, you can magically create blinding dust and sand which swirls around you. Any creature that ends its turn within 5 feet of you must succeed on a Constitution saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier or be blinded until the end of the creature's next turn. The sand and dust remains as long as you concentrate (as if concentrating on a spell), up to 1 minute or until you use a bonus action to stop it.

CHANNEL NEGATIVE ENERGY

Prerequisites: Mummy, 20th level

As an action, you magically unleash negative energy. Until the end of your next turn, all creatures within 60 feet of you, including ones behind barriers and around corners, can't regain hit points.

GREATER LAIR OF THE MUMMY

Prerequisites: Mummy, Lair of the Mummy boon, 20th level

Your lair exudes evil, affecting most objects and creatures that enter the area. Your lair gains the following regional effects:

- Food instantly molds and water instantly evaporates when it is brought into your lair. Other nonmagical drinks are spoiled.
- Divination spells cast within the lair by creatures other than you have a 25 percent chance to provide misleading results, as determined by the GM. If a divination spell already has a chance to fail or become unreliable when cast multiple times, that chance increases by 25 percent.

- A creature that removes an object from your lair is cursed until the object is returned. The cursed target has disadvantage on all saving throws. The curse lasts until removed by a *remove curse* spell or other magic.

If you are destroyed, these regional effects end immediately.

LAIR OF THE MUMMY

Prerequisites: Mummy, 20th level

You can imbue a location with some of your negative energy, turning it into your lair. To do so, you must choose a location such as a pyramid, tomb, or other unhallowed site that is no larger than 5,000 cubic feet in size. You conduct an eight-hour-long ritual that transforms the location into your lair. The transformation is complete at the end of the 8 hours. While you are in your lair, you gain lair actions. On initiative count 20 (losing initiative ties), you can take a lair action to cause one of the following effects. You cannot use the same effect two rounds in a row:

- Each undead creature in the lair can pinpoint the location of each living creature within 120 feet of you until initiative count 20 on the next round.
- Each undead creature in the lair has advantage on saving throws against effects that turn undead until initiative count 20 on the next round.
- Until initiative count 20 on the next round, any non-undead creature that tries to cast a spell of 4th level or lower in your lair is wracked with pain. The creature can choose another action, but if it tries to cast the spell, it must make a Constitution saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed save, the creature takes 1d6 necrotic damage per level of the spell, and the spell has no effect and is wasted.

The location remains your lair until you are destroyed or you use this boon to transform another location into your lair.

TOUCH OF ANUBIS

Prerequisites: Mummy, 20th level

You become a paragon of undeath's power. You gain immunity to the charmed, exhaustion, frightened, paralyzed, and poisoned conditions. Additionally, you have advantage on saving throws against spells and other magical effects.

WHIRLWIND OF SAND

Prerequisites: Mummy, 20th level

As a bonus action, you magically transform into a whirlwind of sand, move up to 60 feet, and revert to your normal form. While in whirlwind form, you are immune to all damage, and you can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by you remains in your possession. Ω

VARIANT: MUMMY CLERICS OF DEATH

Mummies who become clerics of the Death Domain gain advantages specific to their race.

- When you gain the Inescapable Destruction feature at 6th level, all necrotic damage dealt by you—and not just those from Channel Divinity and your cleric spells—ignore resistance to necrotic damage.
- The bonus damage granted by your Divine Strike feature can also be applied to attacks you make using your unarmed strikes.

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