INFESTED MUMMY

Small or Medium • Undead • Lawful Evil



Armor Class 13
Initiative -1 (9)
Hit Points 90 (12d8 + 36)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	6 (-2)	14 (+2)	13 (+1)

Damage Vulnerabilties fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Understands all languages it knew in life but can't speak
CR 6 (XP 2,300; PB +3)

Scarab-Infested. A creature that is grappled by the mummy takes 5 (2d4) piercing damage at the start of its turn. A creature reduced by this damage or by the damage of insect plague created by the Scarab Swarm trait is killed, infested with scarabs, and can only be revived with a *raise dead* spell or similar magic. After 24 hours, the scarabs inside the creature destroy its organs, and a spell or effect that restores missing body parts, such as *resurrection*, is required to bring the creature back to life.

Scarab Swarm. When the mummy is reduced to 0 hit points, the area in a 5-foot emanation originating from it is affected by the *insect plague* spell. The effect lasts for 1 round and then ends.

Unusual Nature. The mummy doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mummy makes two Rotting Fist attacks. It can replace one of those attacks with a Wrapping Pull.

Rotting Fist. *Melee Weapon Attack:* +6, reach 5 ft. Hit: 12 (2d8 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain hit points, its hit point maximum doesn't return to normal when finishing a long rest, and its hit point maximum decreases by 10 (3d6) every 24 hours that elapse.

Wrapping Pull. *Strength Saving Throw:* DC 14, one creature within 20 feet of the mummy that it can see. *Failure:* The target is pulled up 10 feet toward the mummy. If the target ends up within 5 feet of the mummy, it is grappled (escape DC 14).

INFESTED MUMMY — WEAKER



Armor Class 12
Initiative -1 (9)
Hit Points 52 (8d8 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	6 (-2)	14 (+2)	13 (+1)

Damage Vulnerabilties fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Understands all languages it knew in life but can't speak
CR 3 (XP 700; PB +2)

Scarab-Infested. A creature that is grappled by the mummy takes 2 (1d4) piercing damage at the start of its turn. A creature reduced by this damage or by the damage of insect plague created by the Scarab Swarm trait is killed, infested with scarabs, and can only be revived with a *raise dead* spell or similar magic. After 24 hours, the scarabs inside the creature destroy its organs, and a spell or effect that restores missing body parts, such as *resurrection*, is required to bring the creature back to life.

Scarab Swarm. When the mummy is reduced to 0 hit points, the area in a 5-foot emanation originating from it is affected by the *insect plague* spell (only 2d10 damage). The effect lasts for 1 round and then ends.

Unusual Nature. The mummy doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mummy makes two Rotting Fist attacks. It can replace one of those attacks with a Wrapping Pull.

Rotting Fist. *Melee Weapon Attack:* +4, reach 5 ft. Hit: 7 (1d10 + 2) bludgeoning damage plus 7 (2d6) necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain hit points, its hit point maximum doesn't return to normal when finishing a long rest, and its hit point maximum decreases by 10 (3d6) every 24 hours that elapse.

Wrapping Pull. *Strength Saving Throw:* DC 12, one creature within 20 feet of the mummy that it can see. *Failure:* The target is pulled up 10 feet toward the mummy. If the target ends up within 5 feet of the mummy, it is grappled (escape DC 12).

INFESTED MUMMY — STRONGER



Armor Class 14
Initiative -1 (9)
Hit Points 136 (16d8 + 64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	6 (-2)	14 (+2)	13 (+1)

Damage Vulnerabilties fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Understands all languages it knew in life but can't speak
CR 9 (XP 5,000; PB +4)

Scarab-Infested. A creature that is grappled by the mummy takes 7 (3d4) piercing damage at the start of its turn. A creature reduced by this damage or by the damage of insect plague created by the Scarab Swarm trait is killed, infested with scarabs, and can only be revived with a *raise dead* spell or similar magic. After 24 hours, the scarabs inside the creature destroy its organs, and a spell or effect that restores missing body parts, such as *resurrection*, is required to bring the creature back to life.

Scarab Swarm. When the mummy is reduced to 0 hit points, the area in a 5-foot emanation originating from it is affected by the *insect plague* spell. The effect lasts for 1 round and then ends.

Unusual Nature. The mummy doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The mummy makes two Rotting Fist attacks. It can replace one of those attacks with a Wrapping Pull.

Rotting Fist. *Melee Weapon Attack:* +8, reach 5 ft. Hit: 17 (3d8 + 4) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it is cursed. While cursed, the target can't regain hit points, its hit point maximum doesn't return to normal when finishing a long rest, and its hit point maximum decreases by 10 (3d6) every 24 hours that elapse.

Wrapping Pull. *Strength Saving Throw:* DC 16, one creature within 20 feet of the mummy that it can see. *Failure:* The target is pulled up 10 feet toward the mummy. If the target ends up within 5 feet of the mummy, it is grappled (escape DC 16).