



d30 Mummy Variations

MUM1: MUMMY VARIATIONS

Roll Special Ability(s)/Condition(s)

- 1 as standard mummy: touch does 1d12 plus causes mummy rot (until magically cured: prevents magical healing, normal healing takes 10× longer than normal)
- 2 special touch, ability drain*: does 1d12 damage plus drains 1d3 ability points [Roll 1d3: 1=Strength, 2=Dexterity, 3=Constitution]
- 3 special touch, fear*: does 1d12 damage plus victim must save vs. spells or flee in fear for 2 turns
- 4 special touch, chilling*: does 1d12 cold damage and slows (on a failed save vs. spells) to half speed for 1d6 cumulative rounds
- 5 special touch, paralytic*: does 1d12 damage and, on a failed saving throw vs. paralysis, paralyzes opponent for 1d3 cumulative turns
- 6 special touch, blindness: does 1d12 damage and causes mummy rot; opponent must also save vs. spells or be permanently blinded
- 7 special touch, deafness: does 1d12 damage and causes mummy rot; opponent must also save vs. spells or be permanently deafened
- 8 entangling: wrappings unravel to provide a constricting melee attack with a 10' reach; does 3d4 on a successful "to hit" roll
- 9 infested: as combat action, releases swarm of locusts under mummy's control; new swarm inside mummy 24 hours later
- 10 infested: as combat action, releases swarm of scarab beetles under mummy's control; new swarm inside mummy 24 hours later
- 11 infested: as combat action, releases swarm of spiders beetles under mummy's control; new swarm inside mummy 24 hours later
- 12 infested: as combat action, releases giant poisonous spider under mummy's control; new spider inside mummy 24 hours later
- 13 infested: as combat action, releases 1d3 giant locusts under mummy's control; new locusts inside mummy 24 hours later
- 14 infested: as combat action, releases 1d5 asps under mummy's control; new asps inside mummy 24 hours later
- 15 inscribed: fear; all in 30' radius must save vs. spells or flee in fear for 1 turn
- 16 inscribed: restoration, arcane; *magic missiles* restore lost hit points
- 17 inscribed: restoration, dark; *cause light wounds* spells restore lost hit points
- 18 inscribed: regeneration; 1 lost hit point per round
- 19 inscribed: sandstorm; 30' radius; choking and obscured vision (-4 "to hit"); save vs. breath halves penalty (to -2)
- 20 inscribed: speed; movement of 180'(60'); +1d3 on initiative rolls
- 21 spellscribed, lesser I: magical texts used in place of linen wrapping; 1d3 clerical spells, each usable 1×/day
- 22 spellscribed, greater I: magical texts used in place of linen wrapping; 1d5 clerical spells, each usable 3×/day
- 23 spellscribed, lesser II: magical texts used in place of linen wrapping; 1d3 magic-user spells, each usable 1×/day
- 24 spellscribed, greater II: magical texts used in place of linen wrapping; 1d5 magic-user spells, each usable 3×/day
- 25 weapon [Roll on **MUM1a**]: ceremonial weapon (highly ornate; placed with mummy for the afterlife)
- 26 weapon [Roll on **MUM1a**]: personal weapon (moderately ornate; used in former life during battle, etc.)
- 27 swarm-shifter: when struck, mummy "explodes" into 1d6+6 giant black widow spiders (use spider stats after "explosion")
- 28 clay mummy: 4 HD; 2 fists each do 1d6 (no mummy rot); can be struck by normal weapons
- 29 greater mummy: 8 HD; move 90' (30'); touch does 2d8 + mummy rot; casts spells as a 8th level evil cleric
- 30 mummy lord: 10 HD; move 120' (40'); touch does 2d10 + mummy rot; casts spells as a 10th level evil cleric

Standard Mummy Stats

Armor Class: 3 (+1 or better required "to hit")
 Hit Dice: 5+1*
 Move: 60' (20')
 Attacks: 1 touch + disease
 Damage: 1-12 + disease
 No. Appearing: 1-4 (1-12)
 Save As: Fighter:5
 Morale: 12
 Treasure Type: D
 Alignment: Chaotic
 Immunities: Sleep, charm, hold

MUM1a: Weapon*

10s Digit: 1-10=normal; 11-20=+1; 21-30=+2

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|---------------------|---------------------------|
| 1 axe (1d6) | 6 mace (1d6) |
| 2 battle axe (1d10) | 7 pole arm (1d10) |
| 3 club (1d4) | 8 short sword (1d6) |
| 4 dagger (1d4) | 9 sword (1d8) |
| 5 hand axe (1d6) | 0 two-handed sword (1d10) |

*Optional: +2 damage bonus from Strength.

* At DM's discretion, mummy's touch may or may not also cause mummy rot.