

Chapter 3



MONTU BOR

Medium humanoid, Chaotic Neutral

Armor Class 15 (Unarmored Defence)

Hit Points 76 (8012 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	09 (-1)	12 (+1)	11 (+0)

Saving Throws Str +7, Con +6

Skills Athletics +7, Survival +4

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Rage Against the Undead 3/day. At the start of his turn Montu Bor can go berserk. Also, whenever Montu Bor starts its turn within 60ft of an Undead creature, roll a d6. On a 6, Montu Bor goes berserk. On each of his turns while berserk, Montu Bor attacks the nearest undead creature it can see. If no undead creature is within range of his melee or ranged attacks, Montu Bor attacks an object, with a preference for an object smaller than himself.

While raging Montu Bor gains:

-One extra attack as a bonus action

-Immunity to being Frightened

-Resistance to Necrotic damage

Once Montu Bor goes berserk, he continues to do so until 10 rounds have passed or until he is knocked unconscious or if he succeeds on a DC 14 Will save.

Sense Danger. Montu Bor has advantage on Dexterity Saving Throws against Effects that he can see, such as traps and Spells. Sense Danger does not apply if he is Blinded, Deafened, or Incapacitated.

ACTIONS

Multitack. Montu Bor makes three melee attacks: two with his battleaxe and one with his sword. Or Montu Bor makes two ranged attacks with his handaxes.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 7 (1d6 + 4) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

SANDMANCER ARISTOCRAT

Medium undead, Lawful Evil

Armor Class 12

Hit Points 72 (12d8 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	14 (+2)	9 (-1)	12 (+1)

Saving Throws Int +5

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, and

Slashing from Nonmagical Attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened,

Paralyzed, Poisoned

Skills Arcana +4, Perception +1

Senses darkvision 60 ft., passive Perception 10

Languages The languages it knew in life

Challenge 6 (2,300 XP)

Spellcasting. The Sandmancer Aristocrat is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The Mummy Sandcaster has the following Wizard spells prepared:

Cantrips (at will): Chill Touch, Minor Illusion, Toll the Dead

1st level (4 slots): Sand Blast*, Fog Cloud, Thunderwave

2nd level (3 slots): Hold Person, Blur, Desert Wind*

3rd level (3 slots): Dispel Magic, Wall of Sand, Sleet Storm

Actions

Multitack. The Sandmancer can use its Dreadful Glare and makes one attack with its Rotting Fist. Alternately it can cast a spell in place of their Rotting Fist attack.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be cursed with mummy rot. The curse target can't regain hit points, and its hit points maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the remove curse spell or other magic.

Dreadful Glare. The Sandmancer Aristocrat targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the mummy's 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 the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

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