

SCROLLWRAPPED MUMMY

Medium Undead, Typically Lawful Evil

Armor Class 17 (see Spell Wrappings)

Hit Points 105 (14d8 + 42)

Speed 20 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	9 (-1)	17 (+3)	14 (+2)

Saving Throws Con +6, Wis +6, Cha +5

Damage Vulnerabilities Fire

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

Senses Darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The mummy has advantage on saving throws against spells and other magical effects.

Spell Wrappings. The mummy's AC is increased by 1 for each of the seven inscribed scroll that covers its body. When the mummy casts a spell using its Scroll Casting action, that scroll is expended and the mummy's AC decreases by 1 until the scroll's inscription is restored at the next dawn.

ACTIONS

Multiattack. The mummy makes two Cursed Fist attacks.

Cursed Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) Bludgeoning damage plus 10 (3d6) Psychic damage. If the target is a creature, it must succeed on a DC 14 Charisma saving throw or be affected as by the *bane* spell for 1 minute.

Scroll Casting. The mummy casts one of the following spells inscribed on a scroll on its body, requiring no components and using Wisdom as the spellcasting ability (save DC 14, +6 to hit with spell attacks):

1 day/each: *bestow curse*, *blight*, *contagion*, *dispel magic*, *flesh to stone*, *hold person*, *insect plague*

BONUS ACTIONS

Blasphemous Word. A creature the mummy can see within 10 feet that can hear the mummy must succeed on a DC 14 Constitution saving throw or be Stunned until the end of the mummy's next turn.

Whirlwind Rush. The mummy transforms into a cloud of ash, ending the Grappled and Restrained conditions on itself and moving up to 30 feet before reverting to its normal form. While in whirlwind form, the mummy's movement doesn't provoke opportunity attacks and it can move freely through the spaces of other creatures. When it moves through another creature's space, the creature must succeed on a DC 14 Dexterity saving throw or take 9 (2d8) Necrotic damage.

REACTIONS

Steal Spell (1/Day). When a creature the mummy can see within 60 feet casts a spell, the mummy forces the creature to make a spellcasting ability check with a DC of 10 + the spell's level. On a failure, the spell fails and becomes inscribed on a scroll on the mummy's body. The mummy can cast that spell once using its Scroll Casting action.

SCROLLWRAPPED MUMMY

In some cultures and religions, it is not uncommon to mummify important or renowned figures when they die. When the process of mummification is performed by powerful high priests, they may even inscribe magical protections on the mummy's wrappings. Not only does this protect the mummy from harm, it also lends it magical power to protect its tomb from robbers.

WRAPPED IN MAGIC

A scrollwrapped mummy can instinctively cast the spells inscribed on its wrappings if it needs to. However, because the scrolls also lend the mummy magical protection, each casting is a trade-off that must be considered carefully. Each spell scroll expended by the mummy is magically restored after the next dawn. If the mummy dies, each unused *spell scroll* falls to the ground in its space.

