



BENEOS TOKENS

MUMMY



D&D HOMEBREW



A Beneos Tokens homebrew creature statblock
for the world's greatest roleplaying game

MUMMIES

Ages ago Ankh was ruled by ancient god-beasts, forcing their subjects to conquer a vast empire in their name. The surrounding realms were powerless against the god-beast's otherworldly might and soon an empire was carved from bone, blood and sand with mighty monuments of worship rising from the desert ground wherever the slave-armies of Ankh marched. Eventually, the god-beasts were cast down using the cthonian Duat Blades, their wielders were lauded as heroes and ruled Ankh for ages, their lifespan unnaturally extended by the cursed blades. As they eventually died, they would rise again and reclaim their blades, their embalmed and mummified bodies serving as hollow vessels for the energies of the Duat. Legions of shambling mummies follow in their wake, once more called to war by their queens and princes, now waging war on their own erstwhile kin-blood.

BENEOS TOKENS

This creature was released on [Patreon](#) and is part of weekly Animated Tokens to impress your players. Each creature comes with different animations and Top Down and Isometric perspectives.

MUMMY

Medium undead, neutral evil

Armor Class 12

Hit Points 67 (8d8 + 32)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Con +5

Damage Resistance Piercing, Slashing and Bludgeoning from nonmagical attacks

Damage Immunities Necrotic, Poison

Condition Immunities Charmed, Exhaustion, Frightened, Poisoned

Senses Darkvision 60 ft., passive Perception 10

Challenge 2

Burial Scarabs. Mummies are filled with sacred burial scarabs, who once feasted on the body's intestines, keeping them from rotting. As the embalmed dead walk again, clouds of undead scarabs burst from the carcass. A creature starting its turn within 10 ft. of the Mummy or moving into this area for the first time during their turn becomes infested, as the scarabs descend upon them. The infested creature must immediately succeed on a DC 14 Wisdom saving throw or suffer disadvantage on attack rolls and concentration checks until the start of its next turn and repeat this saving throw at the start of each of its subsequent turns. If the infested creature moves, the scarabs move along with it. The creature is infested until it

takes fire damage or uses an action to get rid itself of the scarabs.

Undead Vigour. If damage reduces the Mummy to 0 Hit Points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or fire. On a success, the Mummy drops to 1 hit point instead.

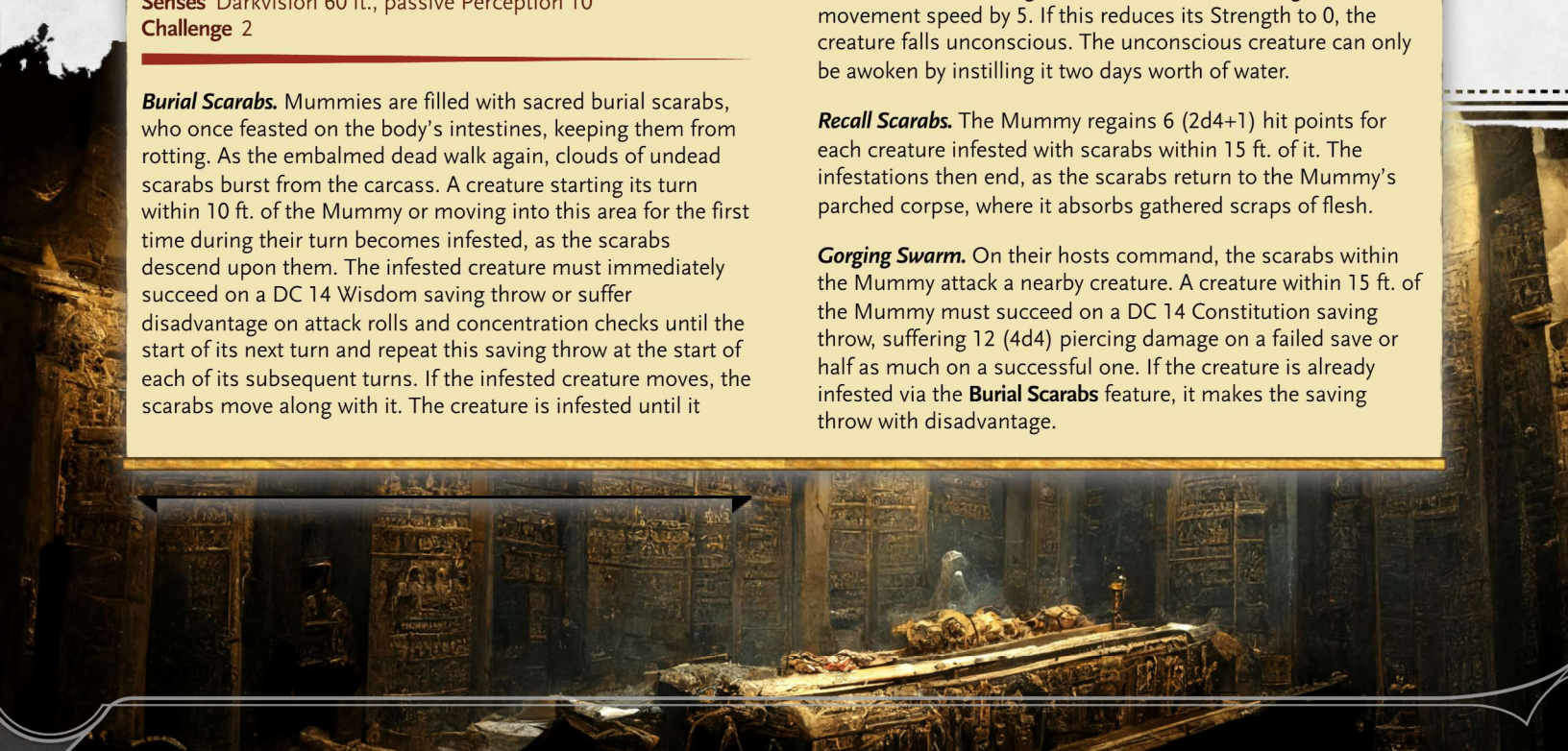
Vulnerability. If the Mummy takes fire or radiant damage, it takes 7 (2d6) additional damage of the respective type.

ACTIONS

Parching Grasp. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+3) bludgeoning damage plus 7 (2d6) necrotic damage. The target creature must succeed on a DC 14 Constitution saving throw or its Strength score is reduced by 1d4. Each failed saving throw also reduces the targets movement speed by 5. If this reduces its Strength to 0, the creature falls unconscious. The unconscious creature can only be awoken by instilling it two days worth of water.

Recall Scarabs. The Mummy regains 6 (2d4+1) hit points for each creature infested with scarabs within 15 ft. of it. The infestations then end, as the scarabs return to the Mummy's parched corpse, where it absorbs gathered scraps of flesh.

Gorging Swarm. On their hosts command, the scarabs within the Mummy attack a nearby creature. A creature within 15 ft. of the Mummy must succeed on a DC 14 Constitution saving throw, suffering 12 (4d4) piercing damage on a failed save or half as much on a successful one. If the creature is already infested via the **Burial Scarabs** feature, it makes the saving throw with disadvantage.



HOW TO RUN MUMMIES

1. OFFENSIVELY.

- Mummies should be within 10 ft. of as many enemy creatures as possible, to get the most out of **Burial Scarabs**, **Recall Scarabs** and **Gorging Swarm**.
- **Gorging Swarm** and **Parching Grasp** deal roughly the same damage. If you want to damage the party, but are at a point where you don't want to risk a character to become unconscious and need water to "revive", go for the **Swarm**.
- **Grasp** is great to put your party under pressure, as it works best against characters that are already low on Strength and Constitution. Seeing a party member wither and eventually go unconscious with no immediate way of "reviving" them raises the stakes effectively.

2. DEFENSIVELY.

- **Undead Vigour** is as effective as ever, making even a single Mummy terrifying for a low level party, as they often lack the damage output to push the DC for this ability to the necessary heights.
- **Recall Scarabs** should be used whenever three or more creatures are infested as, paired with the damage resistances, 6d4+3 hit points can go a long way keeping the Mummy alive.

3. GENERAL NOTES

- The desiccation following several uses of **Parching Grasp** is a thematic introduction to conditions that can't really be helped with magic or other means - the unconscious character needs water, stat.
- Instead of the traditional "Damage Vulnerabilities" we'll use this alternative way of handling, well, vulnerabilities. It is nice to give the players something to work with, to make the choice between damage types impactful - but doubling the damage always felt to much of a "win"-button. So we went with an extra 2d6 damage, as we all love rolling extra dice, after all.

