

Mummy Lord

Medium, Undead, Lawful Evil

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ARMOR CLASS

17

HIT POINTS

97 (13d8 + 39)

CHALLENGE

15 | 13,000 XP

PROFICIENCY

+5

Speed	Walk 20 ft.
Initiative	+0
Saving Throws	Cha +8, Con +8, Int +5, Wis +9
Skills	History +5, Religion +5
Damage Vulnerabilities	Fire
Damage Immunities	Necrotic, Poison; Bludgeoning, Piercing, Slashing from nonmagical attacks
Condition Immunities	Charmed, Exhaustion, Frightened, Paralyzed, Poisoned
Senses	Darkvision 60 ft.; Passive Perception 14
Passive Perception	14
Languages	The languages it knew in life

STR18
+4**DEX**10
+0**CON**17
+3**INT**11
+0**WIS**18
+4**CHA**16
+3

Traits

Legendary Resistance (3/Day). If the mummy lord fails a saving throw, it can choose to succeed instead.

Magic Resistance. The mummy lord has Advantage on saving throws against spells and magical effects.

Rejuvenation. A destroyed mummy lord gains a new body if its heart remains intact.

Spellcasting. The mummy lord casts divine spells using Wisdom.

Actions

Multiattack. The mummy lord uses Dreadful Glare and makes one Rotting Fist attack.

Rotting Fist. Melee Attack Roll: +9, reach 5 ft. Hit: Bludgeoning plus Necrotic damage, and the target may be cursed.

Dreadful Glare. Wisdom Saving Throw: one creature the mummy lord can see. Failure: The target has the Frightened condition and may be Paralyzed.

Spellcasting. The mummy lord casts spells such as harm, insect plague, guardian of faith, and similar divine magic.

Legendary Actions

Attack. The mummy lord makes one Rotting Fist attack or uses Dreadful Glare.

Blinding Dust. Creatures near the mummy lord must make a Constitution saving throw or be Blinded.

Whirlwind of Sand (Costs 2 Actions). The mummy lord magically transforms into a whirlwind of sand, moves, and returns to normal form.

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