

Mummy Lord

You must meet certain prerequisites, listed below, in order to multiclass in or out of this class.

Prerequisites

- **Constitution 13.** Mummy Lords require a body that can withstand dealing with constant rot.
- **Wisdom 13.** Mummy Lords must be versed in ancient knowledge and the occult.
- **Spellcasting.** Mummy Lords have a certain knowledge of magic.
- **Character Level 5.** Becoming a Mummy Lord takes a series of rituals and leaves huge strain of a soul, thus, you must be a 5th-level character before you can gain levels in the vampire prestige class.
- **Complete a special task.** You must undergo a ritual of mummification, in which you place yourself inside an enchanted sarcophagus while fully wrapped in bandages and wearing a golden scarab necklace. Then, you must utter special incantations. Once you've said those words, you must let yourself bleed out to near death. In order to level up in this class, you'll need to find golden scarabs - symbols of other mummies power.

Class Features

As a mummy lord, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per mummy lord level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per mummy lord level after 1st

PROFICIENCIES

Armor: None

Tools: None

Weapons: None

Saving Throws: None

Skills: Religion



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Mummy Lord's Condition

The path to becoming a mummy lord is that of an undead, thus taking away the pleasures of ordinary life. As you gain levels in the class, you'll decay and forget your past, as your undeath evolves.

- **Unfeeling.** Starting at 1st level, you can no longer feel physical touch, taste or smell.
- **Cat's Curse.** Starting at 2nd level, as you fully mummify, you develop a weakness to cats. While you can see a feline, you are frightened of it until it is removed from your line of sight. You cannot willingly target felines with any effect or attack.
- **Aversion to Fire.** Starting at 3rd level, your decayed husk of a body becomes weaker to the elements. You become vulnerable to fire damage.
- **Source of Power.** Starting at 4th level, if your sarcophagus or golden scarab necklace are ever destroyed or taken from you, you suffer 3 points of exhaustion which you cannot remove until restoring the stolen or destroyed item.
- **Undead.** Starting at 5th level, your creature type becomes undead.

Mummy's Bindings

At 1st level, you've created a mental connection with your bindings, which allow you to use them as a form. Whenever you hit a creature with a melee weapon attack or a spell that targets only it, you can choose to attach part of your bindings on it, tethering yourself to the target. A tethered target gains one of the following effects:

- **Malicious Binding.** The target remains grappled for as long as you stay within 60 feet of it, unless it takes an action to make a Strength (Athletics) or Dexterity (Acrobatics) check against your Strength (Athletics). You make this check at advantage. You can only have a maximum number of creatures grappled, which is equal to your Proficiency Bonus.
- **Benevolent Binding.** The target gains +2 AC as long as it stays within 60 feet of you.

Life-Force Absorption

Also at 1st level, your mummy lord powers allow you to transfer life force from creatures onto yourself, then onto others. Whenever you damage a tethered creature with a weapon or spell attack, you gain half of the damage dealt as temporary hit points. As a reaction, you may instead choose to transfer the hit points onto another tethered target (it can't be the same target as the original attack).

If the tethered target you transfer them to is tethered with a Malicious Binding, they take damage equal to the transferred hit points.

If the tethered target is tethered with a Benevolent Binding, they heal for the transferred hit points instead.

Scarab Lord

Starting at 2nd level, your mummy lord aura has begun attracting all manner of insects, such as locusts, beetles and scarabs. These help you spread your undead reach over the world. You gain the following benefits:

- You cannot be surprised.
- You gain blindsight for 100 feet.
- Your healing spells have their range increased by 30 feet.
- You can cast *beast sense* and *speak with animals* on all insects at will, without expanding a spell slot.

Pharaoh's Endurance

Also at 2nd level, your mummified remains can sustain punishment with ease and return for more. When you are brought to 0 hit points, you return to 1 hit point instead and you may immediately tether yourself to 2 targets within range.

Once you've used this ability, you cannot use it again until you complete a long rest.

Curse of the Mummy

Starting at 3rd level, your mummy lord essence can curse those who dare defy you. You learn the *bestow curse* spell and may cast it without expending a spell slot at its lowest level. For you, the spell has a range of 60 feet. Whenever you cast the spell in this way, you instead suffer 4d6 necrotic

damage, which cannot be reduced in any way.

Additionally, you can concentrate on any number of *bestow curse* spells at a time, rolling Concentration Checks together for all of them.

Plague-bearer

As you further decay, your connection to the forces of the desert only grows. When you reach the 4th level, you learn the *insect plague* spell. You may cast this spell at its lowest level at will without expending a spell slot. When you cast it in this way, you take 5d6 necrotic damage, which cannot be reduced in any way. If you are below half of your hit points, you take only half of that damage.

Will of the Desert

At 5th level, you've fully embraced the identity of a mummy lord, having enough power to create any number of mummies with your golden scarab. If a creature of CR 2 or higher is brought to 0 hit points while it is tethered to you, it is instantly turned into a mummy that will follow your command.

You may only control one mummy at a time, the ability failing to function if you already control one. At any point, once per long rest, you can choose to sacrifice a mummy. If you do, it is destroyed and a creature of your choice within 30 feet of it gains hit points equal to the hit points the mummy had when it was sacrificed.

Entomb

Also at 5th level, you can summon a sarcophagus to your aid by magical means. As an action, you may summon it to any point within 120 feet of you. As part of this action, and on subsequent turns, you can have your bindings emerge from the sarcophagus instead of yourself and tether itself to any creature just as in the Mummy's Bindings feature. You may also use your action to reel a creature tethered by the sarcophagus, they must succeed on a Strength saving throw or be pulled into the sarcophagus. A creature can choose to willingly fail this saving throw. A creature reeled in is instantly locked inside, where it is immune to all damage, paralyzed, blinded and incapacitated. An entombed creature can repeat the saving throw at the end of each of its turns, escaping the sarcophagus on a success.