

# Undead Count

November 29, 2023



Medium undead (mummy), lawful evil

**Armor Class** 11 (natural armor)

**Hit Points** 58 (9d8 + 18)

**Speed** 20 ft.

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

**Saving Throws** Wis +1

**Damage Vulnerabilities** fire

**Damage Immunities** necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Abyssal, Common, Infernal

**Challenge** 3 (700 XP)

## Actions

**Multiattack.** The Count can use its Dreadful Glare and makes one attack with its rotting fist.

**Dreadful Glare.** The Count targets one creature it can see within 60 ft. of it. If the target can see the Count, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the Count'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.

**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 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point 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.