

THE MUMMY'S SHROUD

A HORROR THEMED MONSTER FOR D&D 5E

Mummy's Shroud Medium Undead, Evil					
AC: 16 (Natural) HP: 93 (11d8+44) Speed: 30ft					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	9 (-1)	6 (-2)	10 (0)	5 (-3)
Damage Immunities: Piercing Condition Immunities: Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned Senses: Blindsight 60 Ft., passive Perception 10 Languages: Understands The Languages Of Its Creator But Can't Speak CR: 5 (1,800 XP)					
Amorphous. The Shroud can move through a space as narrow as 1 inch wide without squeezing.					
Aversion of Fire. If the Shroud takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.					
Immutable Form. The Shroud is immune to any spell or effect that would alter its form.					
Magic Resistance. The Shroud has advantage on saving throws against spells and other magical effects.					
Magic Weapons. The Shroud's weapon attacks are magical.					

The Mummy's Shroud are the remains of a long gone undead, whose necrotic energies have infused the Shroud with some semblance of autonomy.

The Shroud spends it's time looking for a new host, a replacement for it's previous body, and when it finds one it will work that body until it falls to dust, moving on to find the next victim.

Visually, the Shroud looks like a loose weave of bandages in a vague human form, as if the bandages it consists of, are constantly moving to maintain their shape.

Multiattack. The Shroud makes two Whip attacks with its bandages, and one Constrict attack against an opponent currently under effect of its Possession attack.

Bandage Whip. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: (2d8 + 4) bludgeoning damage.

Possession (Recharge 6). One humanoid that the Shroud can see within 5 ft. of it must succeed on a DC 14 Strength saving throw or be possessed by the Shroud ; the Shroud then wraps around its victim who is incapacitated and loses control of its body. The Shroud now controls the body but doesn't deprive the target of awareness. The Shroud itself can't be targeted by any piercing attack, and shares damage with its victim, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the Shroud ends it as a bonus action, or the Shroud is turned or forced out by an effect like the dispel evil and good spell. The target is immune to this Shroud's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Constrict. Melee Weapon Attack: +4 to hit, reach self., one creature. Hit: (1d4) bludgeoning damage.

In battle, the Mummy's Shroud will target the weakest member of a party, seeking as little resistance to it's Possession as possible. Once a target has been captured, the Shroud will begin to constrict tighter and tighter until their victim dies.

The Shroud is not a smart creature, working on instinct and impulse it will not give up while it has a victim in it's possession. However a loose Shroud, will give up and feign death if it's HP becomes lower than 30, or if any attack deals more than 20 damage. Afterwards, the Shroud will immediately attempt to flee once it is out of view of it's opponents.