

# Web Mummy

*Mummificus Araneum*



Image Credit: <http://www.marshotelonline.com/mummy.jpg>

## Also Known As

Web Zombie, Web Demon

## Description

These humanoid figures are covered with thick wrappings of grey spider's web. Except for their general size and build, very few distinguishing features can be seen. A Web Mummy which was formerly Human will be different in size from one which was formerly a Dwarf, or from one which was a Troll.

The web is sticky and those mummies inhabiting forests usually cover themselves with leaves and twigs, allowing them to blend in with their environment.

Their incapable of talking, but can hear and understand any languages they knew while alive.

## Ecology

As undead, Web Mummies are not part of the natural world. They are created by Necronea and serve them until destroyed.

Web Mummies do not drink, eat or sleep. However unlike most other undead, they do not have eternal existence. The venom from a Necronea corrupts the victim's soul, transforming it into a source of energy which allows the undead horror to function.

When a creature is transformed into a Web Mummy, it loses all knowledge of spells, and its POW is converted to Magic Points. Each month (or season if using a Gloranthan Calendar) the mummy loses one MP. They cannot normally regain Magic Points, so once a Web Mummy reaches zero MPs, its soul has been used up, and it becomes a dried up husk bereft of any spark of life or unlife.

## Culture

Though retaining whatever intelligence they possessed, Web Mummies do not have independent will. They follow the instructions of their controlling Necronea, but will use their intelligence to determine the best tactics for success.

A Necronea can telepathically communicate with the mummies it created. The range of this communication is Spider's POW meters.

## Statistics (Human Web Mummy)

Characteristics	Average	Attributes
STR (3D6)X2	22	Move: 2
CON (3D6)X2	22	HP: 18
SIZ 2D6+6	13	Fat: 22
INT 2D6+6	13	MP: 10-11
DEX (3D6)/2	5	Dex SR: 4
APP 1D3	3	Dodge: 0

*Notes:*

The Necronea venom grants the mummy double strength and constitution, but, combined with the web covering reduces their dexterity and movement rate (Species – 1). Their appearance is also quite horrific.

Location	Melee	Missile	Points
R leg	01-04	01-03	3/6 (.33)
L leg	05-08	04-06	3/6 (.33)
Abdomen	09-11	07-10	3/6 (.33)
Chest	12	11-15	3/8 (.40)
R arm	13-15	16-17	3/5 (.25)
L arm	16-18	18-19	3/5 (.25)
Head	19-20	20	3/6 (.33)

Weapon	SR	A%	Damage
Web Spit	4	75+4	Entangle
Punch	9	50+4	1D3+1D6

*Notes:*

Web Mummies grow long sticky strands of web in their stomach, which they can regurgitate and spit to a range equal to half their STR. Each day a mummy can spit web with strength equal to its CON. A mummy can spit multiple times per day, but the total STR of the web spat that day cannot exceed the mummy’s CON.

For example: a Web Mummy with a CON of 22 could spit a web with a STR of 22, but then couldn’t spit web again that day. If instead it spat a web with a STR of 11, then later that day it could spit another web with a STR of 11, or a web with a STR of 6, and then later a third web with a STR of 5.

The web sticks to the victim, immobilising the hit location until the web is removed. If an arm or leg is hit, then that limb becomes useless. If the abdomen is hit, then both legs are useless and if the chest is hit, then both arms are useless. If the head is hit, then the victim can only hear very loud noises, cannot see and cannot breathe. When attacking from ambush, Web Mummies often aim for their target’s head.

The web can be removed by breaking it (overcoming its STR with the character’s STR on the resistance table) or burning it. See the Armour section for details on burning the web.

Of course the target’s friends can attempt to remove the web, and multiple people can combine their STR to help break it.

Web Mummies can use weapons. Any weapon skills they had before becoming a mummy are halved.

### Skills

Hide 50-8 (\*90-8), Listen 10+5, Scan 50+5, Sneak 75-8

\* Hide skill is 90 if in a forest and camouflaged.

### Armour

The web covering provides 3 points of armour and also sticks to the attacking weapon. After a successful attack, the weapon is stuck to the web and needs to be extracted if it is to be used again.

Bludgeoning weapons (such as a mace or hand attack) are stuck with a STR equal to the damage they inflicted before any armour reduction. Slashing and piercing weapons (such as a sword, axe or spear) are stuck with a STR equal to half the damage they inflicted before any armour reduction (round up). Flaming weapons don’t stick to the web.

To free a weapon the wielder must overcome the “stuck” STR with their STR on the resistance table. A success frees the weapon, but adds one SR to any subsequent action the character performs that round, and also adds one SR to the character’s attack in the following round. A failed attempt leaves the weapon stuck in the mummy’s web armour.

Spider webs shrivel when exposed to fire, but do not burn. A flaming weapon or burning torch can be used destroy a Web Mummy’s armour, or to free someone immobilised by the web attack. A burning torch would inflict its normal damage to the mummy or victim.

Unlike traditional mummies, these undead are not unusually vulnerable to fire, except for the effect it has on their armour.

### Magic

Web Mummies do not retain any magic from their previous existence.

### Chaos Features

These horrors have a chance of possessing a random Chaos Feature equal to the POW of the Necronea that created them.