



WEEKLY CRITTER CRATE

A humanoid encased in stinking strands and pods of kelp shambles forward. The kelp itself roils and twists independent of the creature within, which opens its mouth to moan and gurgle through putrid fluid that spills down its chest.

Kelp mummies are not true mummies, but undead that result when people who fear the sea meet their ends in seawater. They do not hate the living, but wish for others—all others—to join them in their dark acceptance of the ocean depths.

KELP MUMMY

LEVEL 10 SOLDIER

Medium natural humanoid (undead)

XP 500

Initiative +9 **Senses** Perception +11; darkvision

Living Kelp aura 2; enemies within the aura treat the area as difficult terrain.

HP 108; **Bloodied** 54

Regeneration 10 (if the kelp mummy takes radiant damage, regeneration doesn't function on its next turn)

AC: 26; **Fortitude** 26, **Reflex** 24, **Will** 23

Immune disease, poison; **Resist 5** necrotic and fire

Speed 5; Swim 3

⚔ **Rotting Slam** (standard; at-will) ✦ **Disease, Necrotic**

+17 vs. AC; 2d6+4 necrotic damage, and the target contracts level 8 mummy rot.

⚔ **Kiss of the Sea** (minor; at-will)

The creature regurgitates thick, rank fluid all over you.

+15 vs. Fortitude; target suffers a -2 penalty to all defenses and saving throws suffer a -2 penalty (save ends).

⚔ **Embrace of the Sea** (standard; recharge ⓂⓂⓂⓂ)

Ropes of writhing kelp fly out, grab your ankles, and wrench you bodily towards the creature.

Ranged 6; +15 vs. Reflex; target is knocked prone and pulled up to 6 squares.

Alignment Unaligned **Languages** Common

Str 18 (+9) **Dex** 14 (+7) **Wis** 12 (+6)

Con 18 (+9) **Int** 6 (+3) **Cha** 16 (+8)

KELP MUMMY TACTICS

Kelp mummies use embrace of the sea as often as possible to keep troublesome artillery or controllers close before vomiting kiss of the sea on anyone else giving them trouble in melee. Otherwise, they bash away with their fists, focusing on their most dangerous enemies first.

KELP MUMMY LORE

A character knows the following information with a successful Religion check.

DC 15: Kelp mummies are not true mummies, but they are similar in many ways. Starting as drowned people who

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were terrified of the water when living, kelp mummies now want nothing more than to share their dark acceptance of the ocean with all other living creatures.

DC 20: The kelp covering a kelp mummy writhes and grasps with the will of its master, and the kelp mummy uses its great reach to pull living prey towards it. The target of a kelp mummy's powerful fists may contract mummy rot.

DC 25: Kelp mummies constantly regenerate their bodies, and only radiant damage can arrest this, but only for a short time.

ENCOUNTER GROUPS

Kelp mummies can be found anywhere there is seawater, but are also sometimes created to serve more powerful undead or evil spellcasters.

Level 7 Encounter (XP 1,600)

- ✦ 1 kelp mummy (level 10 soldier)
- ✦ 2 wraiths (level 5 lurker)
- ✦ 2 zombie hulks (level 8 brute)

Level 10 Encounter (XP 2,550)

- ✦ 2 kelp mummies (level 10 soldier)
- ✦ 1 vampire lord (level 11 elite lurker)
- ✦ 1 flameskull (level 8 artillery)

Level 12 Encounter (XP 4,100)

- ✦ 2 kelp mummies (level 10 soldier)
- ✦ 1 lamia (level 13 elite controller)
- ✦ 1 skeletal tomb guardian (level 10 brute)
- ✦ 1 skull lord (level 10 artillery [L])