

DIABOLICAL TRAPS

Maintenance Mummy



Credits

SGG 9004

Writing: Kevin Rohan
Editing: David Baymiller
Cover Artwork: Brian Brinlee, Ben Overmyer
Interior Artwork: Kevin Rohan and Ben Overmyer
Layout: Ben Overmyer
Inspiration: Denton Wunder III and Chris Pulec

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Sample file

INGENIUM



Æther

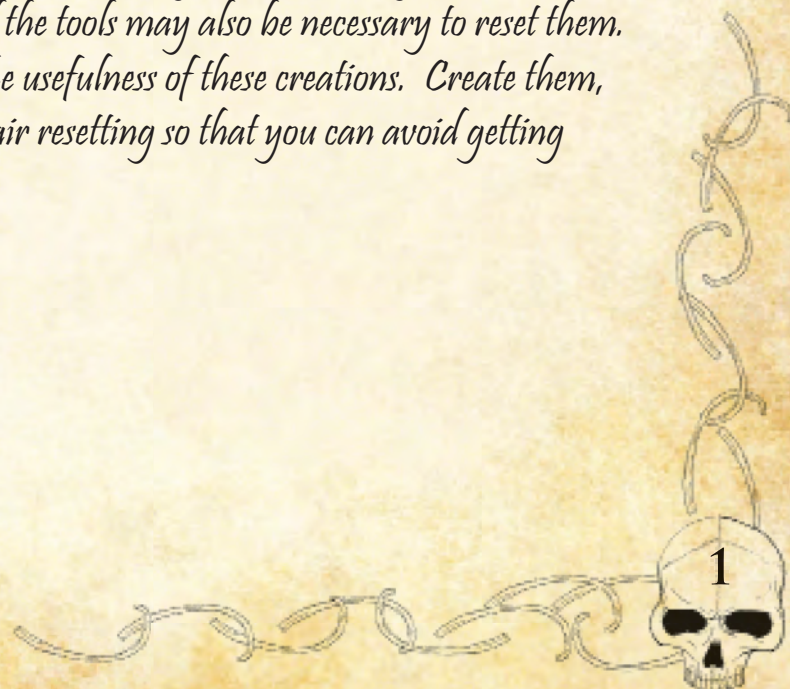
Since the advent of trapped lairs, there has been the issue of resetting traps and items for the next set of adventurers. Do-gooders, for having hearts of gold, really are abysmally horrible guests. They steal anything not magically bound to the lair, they break entire rooms rather than trying to puzzle their way through them, and they fall victim to traps and don't clean up after themselves. The list of what they do to create havoc in a dungeon is practically endless. Having walked the world for as long as I have I can clearly say that this problem is not endemic to any one region, culture, or time.

Resetting one's own dungeon can be dangerous work. After all, when one designs a dungeon, it is designed to kill, maim, and destroy those who go through them. Simply having secret doors to gain easy access to the various traps isn't always an option, either. Such devices only leave room to be found by adventuring do-gooders and once the doors are found, the interlopers will certainly do all they can to spoil your fun.

In order to not fall prey to my own machinations, I worked out a solution to the need to reset my dungeon: The Maintenance Mummy. An ordinary mummy would suffice in this task. One had to be created that was stronger and smarter than the typical mummy. It needed to be able to deal with do-gooders that happened to stumble upon it, as well as the monsters in the lair. It also needed to be able to survive the traps if it happened to trigger one.

Larger, incredibly strong, and smarter than the average reanimated mummy, these denizens are not to be trifled with when found. Due to their innate attributes and abilities, they survive all but the toughest adversaries. To carry out their tasks they will often carry a set of tools in order to perform simple service on traps and the tools may also be necessary to reset them. Any master dungeon builder will appreciate the usefulness of these creations. Create them, train them, and let them do the hard work of lair resetting so that you can avoid getting destroyed by your own traps.

Zuul-Tem



The Maintenance Mummy

As our undead friend pointed out above, the Maintenance Mummy is indispensable when maintaining large dungeons, or dungeons that you don't frequent. Whether it's the infamous Crypt of Markhesh or the Dungeon of the Three, no crypt lies untouched for very long, especially in the days of high adventure and epic travels to exotic locations. Sometimes these locations are raided multiple times, each group getting just a little further inside, but often times, the adventurers are the first group to find it in over 1000 years. Even in a fantasy setting, having a landscape dotted with untouched ruins can get down-right ridiculous.

A much more plausible scenario is that the dungeons have a care-taker to reset the traps that are sprung. This caretaker would have to be "programmed" to perform specific tasks, be able to defend itself if caught by adventurers, and be able to fight off dungeon dwellers if the need arises. It would also need to go without food or water for long periods of time, or even regular maintenance. The list of possibilities in a fantasy world narrows down quickly, but one of the more obvious solutions is the Maintenance Mummy.

Because of the restrictions and requirements of the Maintenance Mummy above and beyond those of a standard Mummy, they are made to be as resistant to fire and acid attacks as possible. They are stronger, tougher, and more damage resistant than the typical mummy. Additionally, they have built-in switch that changes their actions from resetting the traps to attacking those who provoke it. Maintenance Mummies never carry treasure unless they are

transporting treasure needed to reset a trap. The only thing they commonly have is a barrage of small tools that they may need to complete their job and perhaps a weapon to defend themselves if need be. The weapon itself is almost always magical; by the time the creator of the Maintenance Mummy is powerful enough to make these undead servants, they certainly have magical weapons lying around that have fallen into disuse if they are in a standard or high fantasy setting.

As with all of the Diabolical Traps series, the Maintenance Mummy is found below with statistics for Savage Worlds, Æther, and Ingenium.

Savage Worlds

Slow to move, but steady in its course, the Maintenance Mummy is significantly more challenging than its normal mummy counterparts. There are other Undead that are faster, but only the Vampires are more fear-some in combat.

Maintenance Mummy (WC)

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d10, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Climbing d10, Repair d10

Pace: 4 (d4 Running die); **Parry:** 7;
Toughness: 10

Gear: Tools, Magical Weapon (GM's choice)

Special Abilities

- **Fists:** d4+d10 (strength)
- **Weapon:** as equipped by GM, plus d10 Strength
- **Fearless:** Maintenance Mummies are immune to Fear and Intimidation
- **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage
- **Invulnerability:** Maintenance Mummies may only be damaged by holy relics
- **Blind Sight:** Maintenance Mummies can see in total darkness and cannot be blinded

Æther

Mummies are dangerous adversaries in Æther. They are nigh unkillable and they don't care for their own personal safety. They are by far one of the most dangerous types of Undead, excepting, of course, vampires. The Maintenance Mummy is a step above even them. The skills below do not include the BAM from the corresponding attributes.

Maintenance Mummy

Aca	4	Repair 40
Aim	4	Throwing 15
App	1	Intimidation 20 (55 with BAM)
Mus	10	Brawl 20; Climb 30
Ref	6	Dodge 20; Melee Weapon (as appropriate) 20
Tgh	10	Physical Resistance 50
Wil	10	Mental Resistance 50
Wit	5	Perception 20; Stealth 25

Special Abilities:

- **Fists:** d10/2 +2 Hard Damage
- **Weapon:** as equipped by Narrator, plus 2 damage from Strength
- **Fearless:** Maintenance Mummies are immune to fear and intimidation

- **Colossal 5 Armor:** Ignore all SD sources, HD does half damage, ignores 5 damage per attack
- **Invulnerability:** Maintenance Mummies may only be damaged by holy relics
- **Blind Sight:** Maintenance Mummies can see in total darkness and cannot be blinded
- **Undead:** When reduced to 0 Life Points, the Maintenance Mummy is dead

Ingenium

Mummies are dangerous, and Maintenance Mummies are feared for very serious reasons. When encountering them, it is best to just leave them alone as they have been hardened against virtually all sources of damage. Wise adventurers have learned that if you don't disturb them, they won't attack.

HP: 200 (30 d10)

Num: 1

Spd: 3

Dmg: 2d8 (fists), or by Weapon

Def: 15

Soak: 30

CL: 20

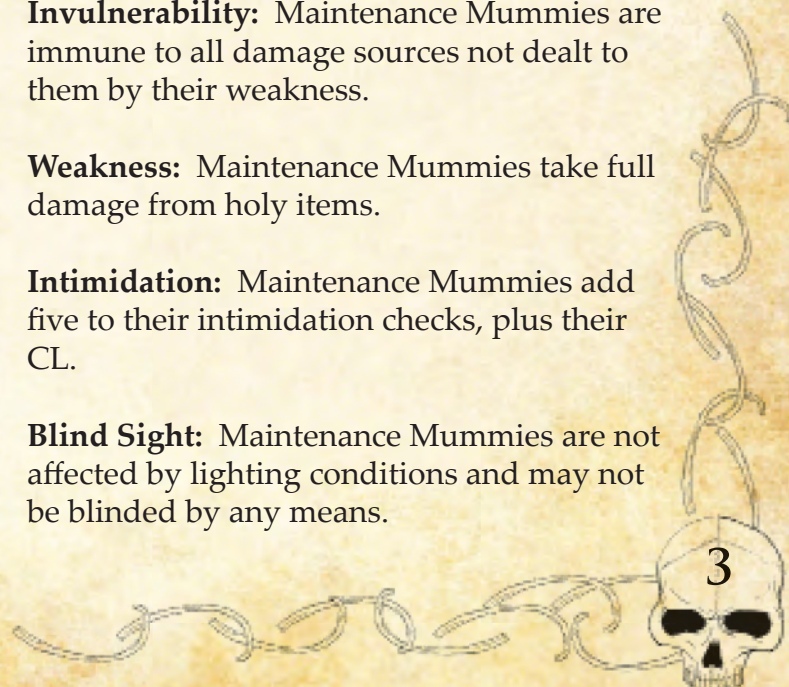
Talents:

Invulnerability: Maintenance Mummies are immune to all damage sources not dealt to them by their weakness.

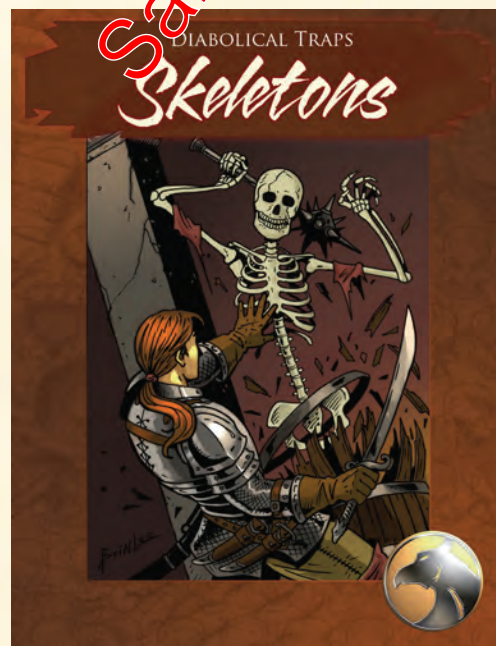
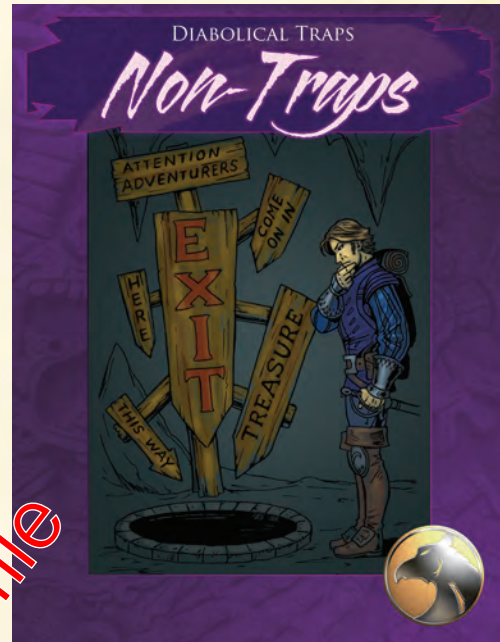
Weakness: Maintenance Mummies take full damage from holy items.

Intimidation: Maintenance Mummies add five to their intimidation checks, plus their CL.

Blind Sight: Maintenance Mummies are not affected by lighting conditions and may not be blinded by any means.



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