

Blazing Bones

Medium-size Undead (Fire)

HD: 5d12 (35 hp)

Init: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: 2 slams +3 melee

Damage: Slam 1d4+1 and 1d3 fire

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Hurl fire, firestorm

Special Qualities: Undead, fire subtype, absorb magical fire, half damage from piercing and slashing, vulnerable to water

Saves: Fort +1 Ref +5 Will +7

Abilities: Str 13 Dex 14 Con - Int 16 Wis 16 Cha 12

Skills: Bluff +9, Hide +5, Knowledge (arcana) +11, Listen +13, Search +10, Sense Motive +9, Spellcraft +11, Spot +13

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Toughness

Climate: Any land and underground

Organization: Solitary

Treasure: None

Alignment: Always chaotic evil

Advancement: 6-15 HD (Medium-size)

Blazing bones are an extremely rare type of undead, created when magic goes awry. These unfortunate souls are the result of a poorly prepared contingency spell by a wizard or cleric, who is killed by fire. This twisted magic keeps the victim in a state of undeath, forever tormented by the fire that killed it, and hopelessly insane. The only hope they have for momentary relief of this pain is to hurl flame at other creatures, forcing these beings to become fiery killers.

A blazing bones is very similar to an undead skeleton in appearance, although it is crowned with a nimbus of flame along its head and shoulders, and its hands are surrounded by small balls of fire.

Though highly intelligent, blazing bones serve no purpose other than to cause destruction by fire. They hate the living as much as any other undead, and even hate other undead beings for their lack of fiery torment. They avoid all non-living beings, in favor of seeking out something to kill. Though they cannot be controlled by other beings, evil spellcasters have tried before to replicate the process of creating a blazing bones, hoping to coerce the monster into serving as a guardian.

Blazing bones speak the same languages they did in life, though most of their speech is roared taunts or threats crackling out of their empty mouths, or attempts to trick potential victims.

COMBAT

Blazing bones can melee with other creatures, using their fiery punches, but love to let loose with their other flame powers. It may hurl fire as a substitute for one of its slam attacks, or forego both attacks to use its firestorm power. The flames of a blazing bones inflict double damage on most types of "cold" undead, including vampires, lichs, wights, and ghouls.

Hurl Fire (Su): A blazing bones can hurl a head-sized ball of flame at a range of 20 feet. This miniature fireball deals 2d4 points of fire damage to creatures and objects that fail a Reflex save (DC 13).

Firestorm (Su): Once per minute, a blazing bones can create a whirlwind within itself, collapsing into a spinning pile of fiery bones, exploding outward like a fireball spell. All creatures and objects within a 30-foot radius sphere of the blazing bones suffer 6d6 points of fire damage (Reflex DC 13 for half damage). If a blazing bones successfully grapples a creature before using its firestorm attack, that creature receives no saving throw.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Absorb Magical Fire (Su): Fire and heat generated by magic items, spells, or the like serve to heal a blazing bones. The monster treats all damage inflicted by magical fire as hit points gained, first healing it to its maximum normal hit points, and then permanently adding on to its normal hit point total. Every 8 hit points gained in this way increases the blazing bones' Hit Dice by 1 Hit Die.

Half Damage From Piercing and Slashing (Ex): Piercing and slashing weapons deal only

half damage to a blazing bones, with a minimum of 1 point of damage.

Vulnerable To Water (Ex): Blazing bones are especially vulnerable to normal water and holy water. Normal water causes 1d4 points of damage to the blazing bones, per splash and 2d4 per bucket, and holy water causes 4d4 points of damage per vial.

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