

BLAZING SKELETON

<https://imgv2-2-f.scribdassets.com/img/document/157431905/original/3ea4706fd7/1464809476>



Blazing skeletons are tormented by the endless agony of fire, only finding momentary release through causing fiery destruction and pain. A blazing skeleton is created when a mage who prepared *contingency* magic in the event of their demise is slain by fire. Rarely, an evil archmage or high priest may deliberately create a blazing skeleton by slaying an underling under a *geas* using fire magic. Though such a creator bears no control over the blazing skeleton, neither can the blazing skeleton harm its creator nor leave the area in which it was created or else the magic animating ends, causing it to collapse.

Iconic Spellcasting. The more powerful the NPC spellcaster was before becoming a blazing skeleton, the more likely that some of their most iconic spells will be retained as innate spellcasting. A good guideline is to transfer a number of iconic spells equal to the living NPC's proficiency bonus.

BLAZING SKELETON

Medium undead, any evil

Armor Class 13
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	18 (+4)	8 (-1)	5 (-3)

Damage Resistances piercing and slashing from nonmagical weapons
Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison
Condition Immunities exhausted, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages speaks the languages it knew in life
Challenge 6 (2,300 XP)

Fiery Aura. A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Innate Spellcasting. The skeleton's spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:
At-will: *burning hands*, *control flames* (EE)
1/day each: *absorb elements* (EE), *elemental bane* (EE)

Magic Resistance. The skeleton has advantage on saving throws against spells and other magical effects.

Pyromantic Rejuvenation. If the skeleton is subjected to fire damage, it takes no damage and instead gains a number of temporary hit points equal to the fire damage dealt.

Turn Resistance. The skeleton has advantage on saving throws against any effect that turns undead.

ACTIONS

Multiattack. The skeleton makes two attacks, or one attack and casts a spell it knows. It may replace any attacks with attempting to grapple a creature.

Searing Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 16 (3d10) fire damage and the target is lit afire, taking 5 (1d10) fire damage at the end of each of its turns. An action or immersion in water douses the flames.

Gout of Flame. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 16 (3d10) fire damage and the target is lit afire, taking 5 (1d10) fire damage at the end of each of its turns. An action or immersion in water douses the flames.

Blazing Whirlwind (recharge 4-6). The skeleton collapses into a whirlwind of bones and flames. All creatures within a 30-foot radius must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half that much on a successful one. The skeleton then reappears anywhere within that 20-foot radius. If the skeleton has a creature grappled when it uses Blazing Whirlwind, the creature suffers disadvantage on its saving throw.

CINDERHAUNT

Medium undead, neutral evil

Armor Class 15 (armor scraps)

Hit Points 97 (13d8+39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Damage Immunities fire, poison

Condition Immunities exhausted, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages speaks the languages it knew in life and Ignan

Challenge 6 (2,300 XP)

Ashen Regeneration. The cinderhaunt regains 10 hit points at the start of its turn if it is in an area where ashes are readily available (e.g. non-urban area on the Plane of Fire, a burned out settlement, a campfire). If the cinderhaunt takes cold damage, this trait doesn't function at the start of the cinderhaunt's next turn. The cinderhaunt dies only if it starts its turn with 0 hit points and doesn't regenerate.

Heat Draining Aura. At the start of each of the cinderhaunt's turns, each living creature within 5 feet of it takes 9 (2d8) cold damage and can't use bonus actions or reactions until the end of the creature's next turn.

Smoky Form. The cinderhaunt can turn into a cloud of smoke as an action. While in this form it cannot attack, talk, use objects, or cast spells. It loses its Heat Draining Aura, is immune to all damage except cold, and its speed becomes fly 10 ft. While in Smoky Form, the cinderhaunt is indistinguishable from a cloud of smoke unless a DC 15 Intelligence (Investigation) check is made. Cold damage forces it to resume its true form.

ACTIONS

Multiattack. The cinderhaunt makes a smoking sword attack and a dessicating touch attack.

Smoking Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage and 13 (3d8) fire damage. The target must make a DC 15 Constitution saving throw or be blinded until the end of its next turn.

Dessicating Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d8) necrotic damage and the target must make a DC 15 Constitution saving throw or its hit point maximum is reduced by an equal amount until a long rest.

MOVES

Discorporate (recharge 5-6). The cinderhaunt collapses in a flurry of ash and sparks. It may either immediately teleport 60 feet to an unoccupied space it can see, or it can vanish from existence, reappearing at the start of its next turn in any unoccupied space within 10 feet of its previous location.

CINDERHAUNT

http://assets.vg247.com/current/2016/04/dark_souls_3_soul_of_cinder.jpg



Mortal creatures who are destroyed by the Plane of Fire (or by flame mages channeling its power) may arise as cinderhaunts if their hearts burn with some unfulfilled yearning. The Cinder Wastes predominating the Plane of Fire are filled with such wandering spirits amidst the ruins of forgotten civilizations. Cinderhaunts appear akin to their form in life, but their skin appears made of ash through which cracks of angry flame show. Plumes of smoke and ash trail behind a cinderhaunt when it walks.

Fire Eaters. While a cinderhaunt usually only vaguely recalls its living purpose, it still burns with passion. Unless it feeds on heat regularly, a cinderhaunt will eventually consume itself with its inner fire. In particular, the heat of the living draws a cinderhaunt far more than a simple campfire, and thus they are drawn to battlefields where flaming oil or fire magic has been used as a devastating weapon.

Unfilled Yearning. A fire burns in the chest of every cinderhaunt far exceeding normal human passions. This need is twisted to becoming the single driving force animating a cinderhaunt's corpse.

UNFULFILLED YEARNING (D6)

1. Completing a quest
2. Leaving a legacy
3. Prestige and praise
4. Revenge
5. Treasures untold
6. Unrequited love

EFFIGY

EFFIGY

Medium undead, chaotic evil

Armor Class 12

Hit Points 156 (24d8+48)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	15 (+2)	16 (+3)	17 (+3)	17 (+3)

Skills Stealth +7, Perception +8

Damage Resistances slashing, piercing, and bludgeoning damage from nonmagical weapons

Damage Immunities fire, necrotic, poison

Damage Vulnerabilities cold

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 14

Languages the languages it knew in life

Challenge 12 (# XP)

Incorporeal Movement. The effigy can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Magic Resistance. The effigy has advantage on all saving throws against magic.

ACTIONS

Burn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 10 (3d6) fire damage and 10 (3d6) necrotic damage and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken, while the effigy regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Possession. The effigy makes a burn attack against one humanoid that the effigy can see within 5 feet of it. The target must succeed on a DC 16 Charisma saving throw or be possessed by the effigy; the effigy then disappears, and the target is incapacitated and loses control of its body.

The effigy now controls the body but doesn't deprive the target of awareness. The effigy can't be targeted by any attack, spell, or other effect, except ones that turn undead, 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 body takes 21 (6d6) fire damage at the start of each of its turns.

The possession lasts until the body drops to 0 hit points, the effigy ends it as a bonus action, or the effigy is turned or forced out by an effect like the *dispel evil and good* spell. The target can also repeat the saving throw at the end of each of its turns to expel the effigy. When the possession ends, the effigy reappears in an unoccupied space within 5 feet of the body.