

BLAST SKELETON

Medium undead, neutral evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	16 (+3)	8 (-1)	6 (-2)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 9

Languages understands all languages it knew in life plus Ignan, but can't speak.

Challenge 1 (200 XP)

Death Throes. When the blast skeleton dies, it explodes in a burst of flame and bone shards. Each creature within 15 feet of it must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire and 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

Flames. A creature that touches the blast skeleton or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Innate Spellcasting. The blast skeleton's spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The blast skeleton can cast the following spells, requiring no material components:

At will: *control flames*, *firebolt*

1/day: *burning hands*

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

ACTIONS

Multiattack. The blast skeleton makes two claw attacks.

Claw. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) fire damage.



Purifying Flame – Malifuax by Wyrd Games