



FLAMMENGEST

Flammengeists are skeletal undead wreathed in ghostly flames. A large halo of light and fire surrounds their heads. They are the creations of the Obelisk of Zo, made from rogue evokers who willingly sacrifice themselves to Zo's cause.

Flammengeists have an innate ability to detect creatures imbued with the energies of the Other. As such, they are sent into the Material to track down the enemies of Zo, in particular, the Chosen Ones of Phajani.

Undead Nature. The flammengeist does not require air, food, drink, or sleep.

FLAMMENGEST

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 15 (+2) | 16 (+3) | 18 (+4) | 14 (+2) | 11 (+0) |

Saving Throws Dex +6, Int +8, Cha +4
Skills Arcana +8, Perception +6
Damage Resistances cold, radiant
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Common, Umbral
Challenge 9 (5,000 XP)

Fire Aura. At the start of each of the flammengeist's turns, each creature within 5 feet of it takes 7 (2d6) fire damage and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the flammengeist or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Magic Resistance. The flammengeist has advantage on

saving throws against spells and other magical effects.

Magic Weapons. The flammengeist's weapon attacks are magical.

Spellcasting. The flammengeist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It requires no material components to cast its spells. The flammengeist has the following wizard spells prepared:

Cantrip (at will): *dancing lights, firebolt, prestidigitation*
 1st level (4 slots): *expeditious retreat, magic missile, shield, thunderwave*
 2nd level (3 slots): *flaming sphere, levitate, mirror image*
 3rd level (2 slots): *fear, fireball*

Actions

Multiattack. The flammengeist makes two slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) plus 7 (2d6) fire damage.

Reactions

Warding Flare. When the flammengeist is attacked by a creature within 30 feet of it that it can see, it can use its reaction to impose disadvantage on the attack roll, causing light to flare before the attacker before it hits or misses. An attacker that can't be blinded is immune to this feature.