

EMBERHAUNT (v1.0)

Medium undead, chaotic evil

Armor Class 11 (armor type)

Hit Points 45 (10d8)

Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +1, Wis +1, Cha +3

Senses Darkvision 60 ft., passive Wisdom (Perception) 11

Damage Vulnerabilities cold

Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

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

Languages any languages it knew in life

Challenge 4 (1100 XP)

Incorporeal Movement. The emberhaunt can move through other creatures and objects as if they were difficult terrain. The creatures and objects take 5 (1d10) fire damage as the emberhaunt moves through them, though creatures can make a DC 14 Dexterity save to avoid the damage. It cannot remain inside an object or a creature.

Vision of the Crucible. Each non-undead creature within 60 feet of the emberhaunt that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also takes 10 (2d10) fire damage and 5 (1d10) necrotic damage, ongoing until the creature saves. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this emberhaunt's Vision of the Crucible for the next 24 hours. The fire damage can be restored normally, however the necrotic damage may only be restored through magical means (spell, potion).

ACTIONS

Fiery Grasp. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) fire damage.

Description. *This horrifying figure appears as a creature silently screaming as it is consumed by flame.*

Emberhaunts are the malevolent spirits of those who died in fire. They typically haunt the burned out structures where they died, though they can also be found haunting any building that replaced the burned one, or the empty spaces where a burned structure previously stood.

While they understand any language they knew in life, they do not communicate. Emberhaunts are consumed with the agony of their death, and seek only to share that agony with others.

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