

PYRE

Medium • Elemental • Neutral

Armor Class 13

Initiative -1 (9)

Hit Points 97 (13d8 + 39)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Con +7

Damage Vulnerabilities cold

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

CR 6 (XP 2,300; PB +3)



Burning. A creature that touches the pyre or hits it with a melee attack starts burning.

Burning Fortitude. If damage reduces the pyre to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is cold or from a critical hit. On a successful save, the pyre drops to 1 hit point instead.

Unusual Nature. The pyre doesn't require air, food, drink, or sleep.

Water Susceptibility. The pyre takes 3 (1d6) cold damage for every 5 feet the pyre moves in water or for every gallon of water splashed on it.

PYRE — WEAKER

Armor Class 12

Initiative -1 (9)

Hit Points 71 (11d8 + 22)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Con +5

Damage Vulnerabilities cold

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

CR 3 (XP 700; PB +2)



Burning. A creature that touches the pyre or hits it with a melee attack starts burning.

Burning Fortitude. If damage reduces the pyre to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is cold or from a critical hit. On a successful save, the pyre drops to 1 hit point instead.

Unusual Nature. The pyre doesn't require air, food, drink, or sleep.

Water Susceptibility. The pyre takes 3 (1d6) cold damage for every 5 feet the pyre moves in water or for every gallon of water splashed on it.

ACTIONS

Burning Embrace. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 18 (4d8) fire damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the pyre can't use its Burning Embrace on another target.

Ablaze. *Constitution Saving Throw:* DC 15, one creature grappled by the pyre. *Failure:* 39 (6d12) fire damage. *Success:* Half damage. *Failure or Success:* The pyre regains hit points equal to half the fire damage dealt.

ACTIONS

Burning Embrace. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 13 (3d8) fire damage. If the target is Medium or smaller, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the pyre can't use its Burning Embrace on another target.

Ablaze. *Constitution Saving Throw:* DC 13, one creature grappled by the pyre. *Failure:* 26 (4d12) fire damage. *Success:* Half damage. *Failure or Success:* The pyre regains hit points equal to half the fire damage dealt.

PYRE — STRONGER

Armor Class 14

Initiative -1 (9)

Hit Points 133 (14d8 + 70)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	6 (-2)	10 (+0)	7 (-2)

Saving Throws Con +9

Damage Vulnerabilities cold

Damage Resistances necrotic

Damage Immunities fire, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

CR 9 (XP 5,000; PB +4)



Burning. A creature that touches the pyre or hits it with a melee attack starts burning.

Burning Fortitude. If damage reduces the pyre to 0 hit points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is cold or from a critical hit. On a successful save, the pyre drops to 1 hit point instead.

Unusual Nature. The pyre doesn't require air, food, drink, or sleep.

Water Susceptibility. The pyre takes 3 (1d6) cold damage for every 5 feet the pyre moves in water or for every gallon of water splashed on it.

ACTIONS

Multiattack. The pyre makes one Burning Embrace attack and uses its Ablaze once.

Burning Embrace. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 18 (4d8) fire damage. If the target is Medium or smaller, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the pyre can't use its Burning Embrace on another target.

Ablaze. *Constitution Saving Throw:* DC 17, one creature grappled by the pyre. *Failure:* 26 (4d12) fire damage. *Success:* Half damage. *Failure or Success:* The pyre regains hit points equal to half the fire damage dealt.