

# ASH WOKEN

Large • Undead • Neutral Evil

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 90 (12d10 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	7 (-2)

**Damage Vulnerabilities** cold

**Damage Resistances** necrotic

**Damage Immunities** fire, poison

**Condition Immunities** paralyzed, poisoned

**Senses** darkvision 60 ft. (unimpeded by ash/smoke), passive Perception 9

**Languages** -

**CR** 5 (XP 1,800; PB +3)



**Bloodied - Stoking the Fire.** While bloodied, creatures in a 5-foot emanation originating from the ash woken gain vulnerability to fire damage unless they have resistance or immunity against that damage type.

**Death Burst.** The ash woken explodes when it dies. The area within a 20-foot emanation originating from the ash woken becomes heavily obscured by ash for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

**Unusual Nature.** The ash woken doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The ash woken makes two Fiery Claw attacks.

**Fiery Claw.** *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 15 (2d10 + 3) fire damage.

## ASH WOKEN — WEAKER

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 39 (6d10 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	6 (-2)	8 (-1)	7 (-2)

**Damage Vulnerabilities** cold

**Damage Resistances** necrotic

**Damage Immunities** fire, poison

**Condition Immunities** paralyzed, poisoned

**Senses** darkvision 60 ft. (unimpeded by ash/smoke), passive Perception 9

**Languages** -

**CR** 2 (XP 450; PB +2)



**Witness Their Last Moment (1/Day).** *Intelligence Saving Throw:* DC 13, one creature within 5 feet of the ash woken that can see the ash woken. *First Failure:* The target becomes poisoned and repeats the save at the end of its next turn. *Second Failure:* The target becomes paralyzed and takes 2d6 fire damage at the start of each of its turns. The target repeats the save at the end of each of its next turns. *Three Successes after First Failure:* The effect ends.

## REACTIONS

**Seething Anguish (Recharge 6).** *Trigger:* The ash woken takes damage from a creature within 60 feet that it can see. *Response:* The ash woken teleports to an unoccupied space within 5 feet of the attacker. It then makes a Fiery Claw attack or recharges and uses its Witness Their Last Moment against the attacker.

**Bloodied - Stoking the Fire.** While bloodied, creatures in a 5-foot emanation originating from the ash woken gain vulnerability to fire damage unless they have resistance or immunity against that damage type.

**Death Burst.** The ash woken explodes when it dies. The area within a 10-foot emanation originating from the ash woken becomes heavily obscured by ash for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

**Unusual Nature.** The ash woken doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The ash woken makes two Fiery Claw attacks.

**Fiery Claw.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (1d10 + 2) fire damage.

## ASH WOKEN — STRONGER

**Armor Class** 15

**Hit Points** 136 (16d10 + 48)

**Speed** 30 ft.

**Initiative** +0 (10)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	6 (-2)	8 (-1)	7 (-2)

**Damage Vulnerabilities** cold

**Damage Resistances** necrotic

**Damage Immunities** fire, poison

**Condition Immunities** paralyzed, poisoned

**Senses** darkvision 60 ft. (unimpeded by ash/smoke), passive Perception 9

**Languages** -

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

**Bloodied - Stoking the Fire.** While bloodied, creatures in a 5-foot emanation originating from the ash woken gain vulnerability to fire damage unless they have resistance or immunity against that damage type.

**Death Burst.** The ash woken explodes when it dies. The area within a 20-foot emanation originating from the ash woken becomes heavily obscured by ash for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it.

**Unusual Nature.** The ash woken doesn't require air, food, drink, or sleep.

## ACTIONS

**Multiattack.** The ash woken makes two Fiery Claw attacks.

**Fiery Claw.** *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 20 (3d10 + 4) fire damage.

**Witness Their Last Moment (1/Day).** *Intelligence Saving Throw:* DC 11, one creature within 5 feet of the ash woken that can see the ash woken. *First Failure:* The target becomes poisoned and repeats the save at the end of its next turn. *Second Failure:* The target becomes paralyzed and takes 1d6 fire damage at the start of each of its turns. The target repeats the save at the end of each of its next turns. *Three Successes after First Failure:* The effect ends.

## REACTIONS

**Seething Anguish (Recharge 6).** *Trigger:* The ash woken takes damage from a creature within 30 feet that it can see. *Response:* The ash woken teleports to an unoccupied space within 5 feet of the attacker. It then makes a Fiery Claw attack or recharges and uses its Witness Their Last Moment against the attacker.



**Witness Their Last Moment (1/Day).** *Intelligence Saving Throw:* DC 15, one creature within 10 feet of the ash woken that can see the ash woken. *First Failure:* The target becomes poisoned and repeats the save at the end of its next turn. *Second Failure:* The target becomes paralyzed and takes 3d6 fire damage at the start of each of its turns. The target repeats the save at the end of each of its next turns. *Three Successes after First Failure:* The effect ends.

## REACTIONS

**Seething Anguish (Recharge 5-6).** *Trigger:* The ash woken takes damage from a creature within 60 feet that it can see. *Response:* The ash woken teleports to an unoccupied space within 5 feet of the attacker. It then makes a Fiery Claw attack or recharges and uses its Witness Their Last Moment against the attacker.