

ELEMENTAL UNDEAD

THE BLAZING BONES AND CHILLBORN ZOMBIE FOR FIFTH EDITION.

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ELEMENTAL UNDEAD

Just because many wizards focus on one school of magic does not mean they can't add a dash of another to their speciality to create a true nightmare. When a pinch of conjuration is added to the power of necromancy, skeletons bathed in fire and corpses armored in ice walk the land, eager for only murder.

Created by Master Mages. Only the most powerful mortals can tap into the power of the elemental planes when they make the dead walk again. These horrid creations are infused with elemental essence to make them stronger and faster while providing magical abilities that other undead of their ilk lack. A creator must be certain they can control an elemental undead before they create it, since the monster desires the mage's death as much as any other living creature.

Furious Dead. Blazing bones and chillborn zombies have the elementals' fury and the undead's hatred of all things living, making them extremely difficult to control. They take a primal, raw pleasure in killing and are never satisfied.

Undead Nature. Elemental undead don't require air, food, drink, or sleep.

BLAZING BONES

Blazing bones are skeletons wreathed in ever-burning flame. They smell constantly of cooked marrow and screech like vultures when they attack. A connection to the Plane of Fire allows them to hurl flame and detonate their bodies at the moment of death.

CHILLBORN ZOMBIE

Chillborn zombies have ice crystals embedded in their rotting flesh. The immediate area around them is deathly cold and their frigid touch penetrates to the heart. Their elemental connection allows them to breathe cold and, like the blazing bones, they also explode in a burst of energy when they perish.

BLAZING BONES

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	6 (-2)	10 (+0)	5 (-3)

Saving Throws Dex +7, Wis +3

Skills Perception +3

Damage Vulnerabilities bludgeoning

Damage Resistance necrotic

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands all languages it spoke in life and Ignan but can't speak

Challenge 7 (2,900 XP)

Death Burst. When the skeleton is reduced to 0 hit points, it explodes in a burst of flame. Creatures within 10 feet of the skeleton must make a DC 14 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much on a successful one.

Illumination. The skeleton sheds bright light in a 30-foot radius and dim light in an additional 30 ft.

Wreathed in Flame. When a creature within 5 feet hits the skeleton with a melee attack, that creature takes 5 (1d10) fire damage.

Actions

Multiattack. The skeleton makes two attacks.

Fiery Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage and 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

CHILLBORN ZOMBIE

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Saving Throws Wis +3

Damage Immunities cold, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it spoke in life and Aquan but can't speak

Challenge 8 (3,900 XP)

Cold Aura. Creatures that start their turn or move within 10 feet of the zombie take 11 (2d10) cold damage.

Death Burst. When the zombie is reduced to 0 hit points and fails its Undead Fortitude saving throw, it explodes in a burst of frigid energy. Creatures within 10 feet of the zombie must make a DC 16 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much on a successful one.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is fire, radiant, or from a critical hit. On a success, the zombie drops to 1 hit point instead.

Actions

Multiattack. The zombie makes two attacks.

Cold Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage and 9 (2d8) cold damage and the target must succeed on a DC 16 Constitution saving throw or have its speed reduced by 10 feet until the end of the zombie's next turn.

Cold Breath (Recharge 6). The zombie exhales an icy blast in a 30-foot cone. Each creature in the area must make a DC 16 Dexterity saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.