

"So you walk eternally through the shadow realms, standing against evil where all others falter. May your thirst for retribution never quench, may the blood on your sword never dry, and may we never need you again"

ROYAL INCINERATOR

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 231 (22d10 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	20 (+5)	12 (+1)	18 (+4)	22 (+6)

Saving Throws Con +11, Int +7, Cha +12

Skills Athletics +13, Perception +10, Survival +16

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses truesight 120 ft., passive Perception 20

Languages understands All but can't speak

Challenge 19 (22,000 XP)

Battle Scars. If the royal incinerator is killed by a creature before finishing its mission, when the royal incinerator comes back to life it gains a +2 bonus to AC, saving throws, attack and damage rolls. This effect stacks with each death until the mission is completed.

Blaze Of Glory. The royal incinerator lights ablaze as a bonus action, taking 9 (2d8) necrotic damage at the start of each of their turn. Their weapon attacks deal an additional 10 (3d6) fire damage for the duration (included in the stat block). This effect lasts until the royal incinerator dies or extinguishes itself as a bonus action.

Faultless Tracker. The royal incinerator has advantage on Wisdom (Survival) checks to track humanoids, and damage it deals to them ignores resistances.

Fire Absorption. Whenever the royal incinerator is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Magic Resistance. The royal incinerator has advantage on saving throws against spells and other magical effects.

Magic Weapons. The royal incinerator's weapon attacks are magical.

Unfaltering. The royal incinerator is immune to any spell or effect that would alter its form and isn't affected by spells of the enchantment or illusion school of magic.

Rejuvenation. As long as its brazier is lit, a destroyed royal incinerator gains a new body in 1d4 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the brazier.



ACTIONS

Multiattack. The royal incinerator makes two melee attacks.

Impale. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 25 (4d8 + 7) piercing damage and 10 (3d6) fire damage. The target must succeed on a DC 21 Strength saving throw or be restrained by the blade and take 10 (3d6) fire damage at the start of each of their turn. The royal incinerator can then only use slam attacks, until it summons its sword back to it as a bonus action, freeing the target. The target, or an ally of it, can use their action to remove the blade, freeing themselves.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 23 (3d10 + 7) bludgeoning damage and 10 (3d6) fire damage.

Sword. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 25 (4d8 + 7) slashing damage and 10 (3d6) fire damage.

Cleansing Fire (Recharge 5-6). The royal incinerator exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Art by Halicon450

PATREON | MONKEYDM