



FLAME REVENANT

Medium undead, true neutral

Armor Class 17 (natural armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|---------|---------|---------|
| 18 (+4) | 16 (+3) | 14 (+2) | 12 (+1) | 16 (+3) | 10 (+0) |

Saving Throws Str +7, Dex +6, Wis +6

Damage Immunities fire, poison

Damage Resistances necrotic, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft. passive Perception 13

Languages the languages it knew in life

Challenge 8 (3900 XP)

Burnt Body. The flame revenant's body thrives in heat and fire. If the flame revenant is hit with an attack that deals fire damage, the fire damage is added to its hit points (it cannot exceed its maximum number of hit points).

Extra Arms. The flame revenant has 3 extra pairs of arms, allowing it extra attack and defense. Each turn, the flame revenant can choose to either take 2 additional Spirit Hand attacks or increase its AC by 1 for each pair of arms.

ACTIONS

Burnt Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., *Hit:* 8 (1d8+4) slashing damage, plus 11 (3d6) fire damage.

Multiattack. The flame revenant can make 2 burnt sword attacks and up to 6 spirit hand attacks.

Spirit Hand. *Melee Weapon Attack:* +6 to hit, reach 5 ft., *Hit:* 3 (1d6+0) force damage, plus 7 (2d6) fire damage.

REACTIONS

Spirit Orb. When the flame revenant is targeted by a melee attack, it can release one of its spirit orbs to use one of the following effects: (a) Increase AC by 3 until its next turn. (b) Force the target to make a DC 14 Strength saving throw or be pushed back 10 feet. (c) Heal itself for 20 hit points.

FLAME REVENANT

Born of a fiery, painful death, a flame revenant is a spirit given corporeal form for the sole purpose of vengeance. Taking on the form of a burnt or burning corpse, this spirit stalks the world, seeking out its killers and slaughtering them mercilessly.

CHAMPION OF THE VENGEFUL

When a flame revenant is created, other vengeful spirits that do not have the individual power to manifest themselves often attach themselves to the flame revenant, manifesting themselves partially as extra pairs of flaming arms, weapons, or magical orbs that surround the spirit. These spirits work together to take their vengeance on those responsible for their death or suffering in life.