

CREMATOR OF ONSLAUGHT

Amongst the ash and fire, these humiliated creatures gather metal scraps from their fallen brethren, pleading for forgiveness from unhearing ears. Known as the Broken, they are ignored and forgotten. It may take several years before they have gathered enough metal scraps to smelt into armoured horn coverings which hide their shame and weakness.

With their damaged horns hidden beneath ornate metal artifice, they are able to rejoin their brethren on the field of battle. Never again to be blessed with the challenge of close combat, they incinerate their foes from afar, so as not to reveal their masquerading horns. The goutts of flame, channeled by hatred born of self-loathing, appear to almost have a life of their own. It is a thankless job, and most who wield the alchemical flamethrowers are looked down upon. But sometimes, a demon will rise who displays such skill and ferocity that a grudging respect is granted to them, despite their past failings. These demons are the Cremators of Onslaught.

The school of Crematorium trains in the construction of ranged flamethrowers. The Broken of Onslaught, upon gathering enough metal scraps to cover their shame, are welcomed into the fold of fellow outcasts. Of the outcasts of Onslaught, Cremators rank at the top of the hierarchy.

They learn to construct powerful metal flamethrowers, and the secrets of the incendiary material that is contained within the blackened skulls of their enemies. Though the weapons require very little skill to operate, the alchemical power of their incendiary skulls require years of dedicated artisnry, and the ability to distil their own self hatred into physical substance.



CREMATOR OF ONSLAUGHT

LARGE FIEND, LAWFUL EVIL

Armour Class 15 (natural armour)

Hit Points 142 (15d10+65)

Speed 40 ft

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

Saving Throws STR +7, DEX +4

Damage Resistances slashing, spells

Damage Immunities fire

Damage Vulnerabilities cold

Condition Immunities charmed, poisoned, frightened, diseased

Senses darkvision 120 ft., Passive Perception 18

Languages Common, Abyssal

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Demonic Hateflame. These hateful creatures are bathed in fire, and it has an invigorating effect. When a Cremator of Onslaught is damaged by an attack that inflicts fire damage, it will heal 6 (1d8+2) hp instead.

Fires of Gehenna. All attacks made by a Cremator of Onslaught are flaming, and inflict an additional 5 (2d4) damage per successful strike.

Magic Resistance. A Cremator of Onslaught of Onslaught has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. A Cremator of Onslaught makes two Spitfire of Hinnom attacks or makes two Jaws of Gehenna attacks.

Spitfire of Hinnom. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. Hit: 14 (3d8+1) fire damage plus 5 (2d4) fire damage. On a hit, the target must succeed on a DC 15 Dexterity saving throw or catch fire, taking 8 (2d8) fire damage at the start of each of its turns until the fire is extinguished.

Jaws of Gehenna. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8+4) bludgeoning damage plus 5 (2d4) fire damage.

Fiery Bombardment (Recharge 5-6). The Cremator's spitfire makes a dreadful whistling noise, followed by a massive explosion. Each creature in a 20-foot radius sphere centered on any point within short range of the Cremator of Onslaught's spitfire must make a DC 12 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

